```
Set      Items    Description
S1       12121    VIRTUAL()REALIT? OR VR OR AVATAR
S2       28220    LIVE
S3       80753    SIMULAT?
S4     1142917    SHOP? OR STORE? OR MARKET? OR RETAIL? OR VENDOR? OR MALL? -
             OR  SHOWROOM? OR SHOW()ROOM? ? OR AUCTION?
S5       51103    TRANSACTION? ? OR TRADE OR TRADES OR TRADING
S6        1055    S1 AND S4
S7          93    S6 AND (S2 OR S3)
S8         276    S1(5N)S3
S9          34    S8 AND S4
S10        196    S2(3N)(S4 OR S5)
S11          0    S10 AND S1
S12         93    S7 OR S9
S13         10    S12 AND IC=G06F-017/60
S14         45    S12 AND IC=G06F?
? show file
File 344:Chinese Patents Abs Aug 1985-2004/May
         (c) 2004 European Patent Office
File 347:JAPIO Nov 1976-2004/Jul(Updated 041102)
         (c) 2004 JPO & JAPIO
File 350:Derwent WPIX 1963-2004/UD,UM &UP=200471
         (c) 2004  Thomson Derwent
File 371:French Patents 1961-2002/BOPI 200209
         (c) 2002 INPI.  All rts. reserv.
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14/5/1   (Item 1 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2004 JPO & JAPIO. All rts. reserv.

07097868   **Image available**
 VIRTUAL - **REALITY** TECHNOLOGY REGARDING ON-LINE **SHOPPING** OF COMBINED
COMMODITIES, CUSTOM-MADE ARTICLE, AND REMODELED ARTICLE USING TWO-WAY
 SIMULATION SYSTEM WITH MULTIOPTION BY DIGITAL COMMUNICATION LINE

PUB. NO.:   2001-325524 [JP 2001325524 A]
PUBLISHED: November 22, 2001 (20011122)
INVENTOR(s):   ASANO YOSHIMASA
APPLICANT(s): BRAINSLINK KK
APPL. NO.:   2000-142716 [JP 2000142716]
FILED: May 16, 2000 (20000516)
INTL CLASS: **G06F-017/60**

                              ABSTRACT
PROBLEM TO BE SOLVED: To solve such problems that a conventional mail-order
method by which a user selects a commodity by browsing an electronic
catalog homepage is not adaptive when the user buys combined commodities, a
custom-made article, or a remodeled article by on-line **shopping** by using
the Internet and an ISDN line.

SOLUTION: A variety of choice options for combined commodities, a custom-
made article, and a remodeled article are combined with the convenience of
on-line **shopping** so as to accurately deal with various consumption needs
that users have.

14/5/2   (Item 2 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2004 JPO & JAPIO. All rts. reserv.

06659063   **Image available**
COMPUTER CONFERENCE SYSTEM, COMPUTER PROCESSOR, METHOD FOR COMPUTER
CONFERENCE, PROCESSING METHOD OF COMPUTER PROCESSOR, VIDEO CONFERENCING
SYSTEM, METHOD FOR VIDEO CONFERENCING, AND HEADPHONES

PUB. NO.:   2000-244886 [JP 2000244886 A]
PUBLISHED: September 08, 2000 (20000908)
INVENTOR(s):   MICHAEL JAMES TAYLOR
               SIMON MICHAEL LOW
               CHARLES STEPHAN WILES
               ALAN JOSEPH DAVISON
APPLICANT(s): CANON INC
APPL. NO.:   2000-012169 [JP 200012169]
FILED: January 20, 2000 (20000120)
PRIORITY: 9901230 [GB 991230], GB (United Kingdom), January 20, 1999
               (19990120)
               9901232 [GB 991232], GB (United Kingdom), January 20, 1999
               (19990120)
               9901261 [GB 991261], GB (United Kingdom), January 20, 1999
               (19990120)
               9901263 [GB 991263], GB (United Kingdom), January 20, 1999
               (19990120)
               9921321 [GB 9921321], GB (United Kingdom), September 09, 1999
               (19990909)
INTL CLASS: H04N-007/15; **G06F-003/00** ; G06T-017/00

ABSTRACT

PROBLEM TO BE SOLVED: To enable attendants of a conference to communicate their thoughts clearly and smoothly by providing a processing means, which moves three- dimensional computer models for at least the respective attendants according to data received from other attendants so that the movement of an attendant is transmitted, etc.

SOLUTION: Three-dimensional avatars (computer model) of attendants of video conferencing or others and a three-dimensional computer model for a conference room are **stored** in an **avatar** and 3D conference model storage device 114. According to information in MPEG4 bit streams from other attendants, a model processor 116 animates the **stored** avatars so that the avatars **simulate** the movement of corresponding attendants of the video conferencing. An image drawing unit 118 draws a 3D model image of the conference room and avatars and the resulting pixel data are written in a frame buffer 120 and displayed on a monitor 34 at a video rate.
COPYRIGHT: (C)2000,JPO

14/5/3   (Item 3 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2004 JPO & JAPIO. All rts. reserv.

05216048   **Image available**
 VIRTUAL · REALITY   SIMULATING DEVICE

PUB. NO.:   08-171548 [JP 8171548 A]
PUBLISHED: July 02, 1996 (19960702)
INVENTOR(s):   YAMAMOTO KAZUNARI
APPLICANT(s): TOKYO GAS CO LTD [330195] (A Japanese Company or Corporation)
                , JP (Japan)
APPL. NO.:   06-334219 [JP 94334219]
FILED: December 16, 1994 (19941216)
INTL CLASS: [6] **G06F-017/00**
JAPIO CLASS: 45.4 (INFORMATION PROCESSING -- Computer Applications)

ABSTRACT

PURPOSE: To provide the **virtual   reality   simulating** device which is high in reality.

CONSTITUTION: A computer finds and **stores** the relation among the comfortable/ uncomfortable feeling, blood pressure, perspiration amount, and brain waves of a user. A sphygmomanometer, perspiration meter, and brain wave meter 5 measures the current blood pressure, perspiration amount, and brain waves. The computer 7 calculates an electric current to be impressed from data on the measured blood pressure, perspiration amount, and brain waves in consideration of their relation. A current application device 3 supplies a current corresponding to a signal sent from the computer 7. The computer 7 makes an image display device display a stereoscopic image and a sound output device output a stereophonic sound.

14/5/4   (Item 4 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2004 JPO & JAPIO. All rts. reserv.

05216047   **Image available**
 VIRTUAL   REALITY   SIMULATING DEVICE

ABSTRACT

PURPOSE: To provide the **virtual reality simulating** device which is
high in reality.

CONSTITUTION: A computer finds and **stores** the relation among the
comfortable/ uncomfortable feeling, blood pressure, perspiration amount,
and brain waves of a user. A sphygmomanometer, perspiration meter, and
brain wave meter 5 measures the current blood pressure, perspiration
amount, and brain waves. The computer 7 calculates vibrations to be
generated from data on the measured blood pressure, perspiration amount,
and brain waves in consideration of their relation. A vibration generating
device 3 generates the vibrations sent from the computer 7. The computer 7
makes an image display device display a stereoscopic image and a sound
output device output a stereophonic sound.

14/5/5   (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

016503027   **Image available**
WPI Acc No: 2004-661311/200464
XRPX Acc No: N04-523634
   **3-D object sample filtering method for computer graphics system, involves
   reading samples with subsets of samples corresponding to sequential
   pixels and filtering concurrently each subsets to produce set of
   sequential pixels**
Patent Assignee: SCHIMPF M W (SCHI-I); TANG Y Y (TANG-I)
Inventor: SCHIMPF M W; TANG Y Y
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 20040174368	A1	20040909	US 2003377924	A	20030303	200464	B

Priority Applications (No Type Date): US 2003377924 A 20030303
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20040174368	A1		26	G06T-001/00	

Abstract (Basic): US 20040174368 A1
     NOVELTY - The method involves reading a set of samples **stored** in
  a sample cache, comprising a set of subsets of samples corresponding to
  a set of sequential pixels, from a memory. The individual subsets
  comprise samples from the set of samples. The individual subsets of
  samples are filtered concurrently by a sample-to-pixel calculation
  unit. The subsets are sampled to produce set of sequential pixels.
     DETAILED DESCRIPTION - An INDEPENDENT CLAIM is included for a
  graphic system performing a sample filtering method.
     USE - Used for filtering sample of 3-D object generated from
  computer graphic system utilized computer-generated animation for

motion picture, **virtual reality simulator** /trainer, and interactive computer game.

ADVANTAGE - The both sample cache and the sample-to-pixel calculation unit operate at the higher clock rate, thus reducing the time required to filter many samples into one pixel.

DESCRIPTION OF DRAWING(S) - DESCRIPTION OF DRAWING - The drawing shows a hardware accelerator and the frame buffer.

Hardware accelerator (18)
Frame buffer (22, 42)
Sample buffer (40)
Sample-to-pixel calculation unit (52)
Sample filter (172)
pp; 26 DwgNo 8/15

Title Terms: OBJECT; SAMPLE; FILTER; METHOD; COMPUTER; GRAPHIC; SYSTEM; READ; SAMPLE; SUBSET; SAMPLE; CORRESPOND; SEQUENCE; PIXEL; FILTER; CONCURRENT; SUBSET; PRODUCE; SET; SEQUENCE; PIXEL
Derwent Class: T01
International Patent Class (Main): G06T-001/00
International Patent Class (Additional): **G06F-015/00**
File Segment: EPI

14/5/6   (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

016492518   **Image available**
WPI Acc No: 2004-650462/200463
XRPX Acc No: N04-514441
Real time movement and event e.g. sport, recording apparatus e.g. portable gaming unit, permits data related to movement of GPS receiver and operator events to be downloaded into memory of secondary processor for replay
Patent Assignee: JENKINS A (JENK-I); TREADWEEL S (TREA-I); TREADWELL S (TREA-I)
Inventor: JENKINS A; TREADWEEL S; TREADWELL S
Number of Countries: 002 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 20040164897	A1	20040826	US 2003448865	P	20030224	200463	B
			US 2004779798	A	20040218		
CA 2457994	A1	20040824	CA 2457994	A	20040218	200463	

Priority Applications (No Type Date): US 2003448865 P 20030224; US 2004779798 A 20040218
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20040164897	A1		14	H01Q-003/22	Provisional application US 2003448865
CA 2457994	A1	E		G06F-019/00	

Abstract (Basic): US 20040164897 A1
NOVELTY - The apparatus
(1) has a CPU (3) to **store** data related to a calculated position and movement of a GPS receiver (2) for a time interval and data related to events experienced by an operator during the interval in a memory module (5). The **stored** data is downloaded into a memory of a secondary processor for replaying and **simulating** the movement of the receiver.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for an

electronic gaming method using an electronic gaming unit.

USE - Used for recording real time movement and events such as recreation, sport e.g. baseball, football, hockey, and basketball, outdoor game and gaming including treasure hunt, traversing slalom course and maze, team games such as capture the flag, poker runs, exercise and general competition that are experienced by an individual.

ADVANTAGE - The apparatus effectively permits the subsequent replay of the movements and experiences in a **virtual   reality** domain. The apparatus also permits individuals to play or compete against computers or other individuals situated in distant localities without the limitations and expense associated with the transmission of data through radio frequency, paging or cellular networks.

DESCRIPTION OF DRAWING(S) - The drawing shows a schematic view of an electronic architecture of a gaming apparatus.

GPS receiver (2)
CPU (3)
Memory module (5)
Liquid crystal display (14)
Video controller (16)
pp; 14 DwgNo 2/10

Title Terms: REAL; TIME; MOVEMENT; EVENT; SPORTS; RECORD; APPARATUS; PORTABLE; GAME; UNIT; PERMIT; DATA; RELATED; MOVEMENT; GROUP; RECEIVE; OPERATE; EVENT; MEMORY; SECONDARY; PROCESSOR; REPLAY
Derwent Class: P36; T01; W04; W06
International Patent Class (Main): **G06F-019/00** ; H01Q-003/22
International Patent Class (Additional): A63F-013/00; G01S-005/14
File Segment: EPI; EngPI

14/5/7   (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX

016326538   **Image available**
WPI Acc No: 2004-484435/200446
XRPX Acc No: N04-382192
   Assembly property evaluation method in component assembly simulation
   system, involves estimating actual reactive force applied on load during
   handling in virtual space using stored **attributes and myogenic**
   potential
Patent Assignee: MATSUSHITA ELECTRIC WORKS LTD (MATW)
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
JP 2004178222	A	20040624	JP 2002342943	A	20021126	200446	B

Priority Applications (No Type Date): JP 2002342943 A 20021126
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
JP 2004178222	A		16	G06F-017/50	

Abstract (Basic): JP 2004178222 A

NOVELTY - Three dimensional (3D) design data of the components and installation tool is indicated on a display (20) attached to a **simulating** object within a virtual handling space. The posture and positional data of components and handling hand of operator are obtained. The amount of force applied to component during handling is estimated from attributes and myogenic potential data.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is included for assembly property evaluation support device.

USE - For evaluating assembly property of components in **simulation** system using 3D computer aided design (CAD) data.

ADVANTAGE - Ensures exact evaluation by estimating the reactive force relevant to actual situation, even in case of **virtual reality** based calculations is carried out.

DESCRIPTION OF DRAWING(S) - The figure shows a block diagram of assembly property evaluation apparatus.(Drawing includes non-English language text).

data processor (2)
display (20)
3D design database (30)
attribute database (31)
installation database (32)
assembly database (33)
pp; 16 DwgNo 1/8

Title Terms: ASSEMBLE; PROPERTIES; EVALUATE; METHOD; COMPONENT; ASSEMBLE; **SIMULATE** ; SYSTEM; ESTIMATE; ACTUAL; REACT; FORCE; APPLY; LOAD; HANDLE; VIRTUAL; SPACE; STORAGE; ATTRIBUTE; MYOGENIC; POTENTIAL

Derwent Class: T01; T06
International Patent Class (Main): **G06F-017/50**
International Patent Class (Additional): **G06F-017/60**
File Segment: EPI

14/5/8   (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

016258847   **Image available**
WPI Acc No: 2004-416741/200439
Method and system for realizing virtual living using avatar
Patent Assignee: LEE C K (LEEC-I)
Inventor: LEE C K
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
KR 2004013807	A	20040214	KR 200246893	A	20020808	200439	B

Priority Applications (No Type Date): KR 200246893 A 20020808
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2004013807	A		1	G06F-019/00	

Abstract (Basic): KR 2004013807 A

NOVELTY - A method and a system for realizing the virtual living using an **avatar** are provided to offer the **avatar** , a pet, and a cyber house to a virtual space, and to realize the virtual living by selling an article and offering an AD(ADvertisement).

DETAILED DESCRIPTION - A main server constructs a member database(21), an AD database(22), the virtual space(23), a **shopping mall** (24), an action processor(25), a settlement processor(26), and a display part(27). The member database **stores** member information such as a name, an address, a resident registration number, an ID, a password, and a cyber money account of a member. The AD database **stores** various ADs in a voice, a text, and a moving image AD form. The cyber space is the space to make the **avatar** and the pet **live** , and includes various living spaces such as a cyber house, a virtual **shop** , and a park. The action processor performs an action if the data for various actions of the **avatar** and the pet is inputted to the main server from a member terminal(10). An advertiser server(30) provides

the AD to the article sold from the cyber **shop** and connects to the main server.
        pp; 1 DwgNo 1/10
Title Terms: METHOD; SYSTEM; REALISE; VIRTUAL; **LIVE**
Derwent Class: T01
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

   14/5/9   (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

016233600
WPI Acc No: 2004-391493/200437
XRPX Acc No: N04-311466
   In doors integrated motion simulation **system based on technique of virtual realty**
Patent Assignee: LIU Z (LIUZ-I)
Inventor: LIU Z
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
CN 1480839	A	20040310	CN 2003153203	A	20030807	200437	B

Priority Applications (No Type Date): CN 2003153203 A 20030807
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
CN 1480839	A			G06F-009/455	

Abstract (Basic): CN 1480839 A
       NOVELTY - The characters of the invention are that training software for different sport items are **stored** in different integration cards. When in use, the integration card needed is inserted into dedicated slotconnected to main controller so as to realize the sport needed in **virtual   reality** . The system includes integration cards, main controller, **simulation** platform, projection﹀screen in front of the **simulation** platform, and projector behind and above the **simulation** platform as well as exerciser and checkout test set. The input end of the projector is connected to main controller. Data transmission between the said dedicated slot and main controller is carried out through USB interface. The invention integrates **simulation** systems of various sports items for users to choose. Users in exercise can view own **virtual   reality** .
       DwgNo 0/0
Title Terms: DOOR; INTEGRATE; MOTION; **SIMULATE** ; SYSTEM; BASED; TECHNIQUE; VIRTUAL
Derwent Class: T01
International Patent Class (Main): **G06F-009/455**
File Segment: EPI

   14/5/10   (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

016106412   **Image available**
WPI Acc No: 2004-264288/200425
   System for virtual   reality **acupuncture and moxibustion, and method for practicing acupuncture and moxibustion by using the same**

Patent Assignee: JO H J (JOHJ-I); KIM J S (KIMJ-I); SHIN J T (SHIN-I); SHIN
  S S (SHIN-I)
Inventor: JO H J; KIM J S; SHIN J T; SHIN S S
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind Date   Applicat No   Kind   Date   Week
KR 2003091343 A   20031203 KR 200229273   A   20020527 200425 B

Priority Applications (No Type Date): KR 200229273 A 20020527
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
KR 2003091343 A   1 G06F-019/00

Abstract (Basic): KR 2003091343 A
    NOVELTY - A system for **virtual reality** acupuncture and
moxibustion, and a method for practicing the acupuncture and the
moxibustion by using the same are provided to practice the acupuncture
and the moxibustion stereographically and to evaluate the practice by
using a 3D(Dimensional) virtual body.
    DETAILED DESCRIPTION - A geometric information database(100)
stores the geometric data, which is the polygon data generated based
on the preset body. A surface information database(110) **stores** a
surface image, which is the bitmap data of each part of the body. An
acupuncture spot information database(120) **stores** the acupuncture
spot data including a position of the acupuncture spot, a symptom
related to each acupuncture spot, and the position, an angle, and a
depth of the effective acupuncture for each acupuncture spot. A
simulator (130) displays the **virtual reality** body by linking with
the geometric data, the surface image, and the acupuncture spot data,
and evaluates the acupuncture of a learner based on the position of the
acupuncture spot, and the position, the angle, and the depth of the
acupuncture.
    pp; 1 DwgNo 1/10
Title Terms: SYSTEM; VIRTUAL; ACUPUNCTURE; MOXIBUSTION; METHOD; ACUPUNCTURE
  ; MOXIBUSTION
Derwent Class: T01
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

 14/5/11   (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015972643   **Image available**
WPI Acc No: 2004-130484/200413
XRPX Acc No: N04-104023
  **Floating point exponentiation circuit for graphics adapter, produces
  floating point value satisfying specific equation having exponential and
  mantissa field based on input values**
Patent Assignee: INT BUSINESS MACHINES CORP (IBMC)
Inventor: FOSSUM G C; FOX T W
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind Date   Applicat No   Kind   Date   Week
US 6681237   B1   20040120 US 2000656526 A   20000907 200413 B

Priority Applications (No Type Date): US 2000656526 A 20000907
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes

US 6681237   B1   13 G06F-007/38

Abstract (Basic): US 6681237 B1
      NOVELTY – The circuit produces floating point value P satisfying
    specific equation that includes exponent field BEXP and mantissa field
    1.BMAN of base B, higher order bit 1 and radix point between higher
    order bit and mantissa field, based on input floating point values B,
    E. The P value is adjusted such that integer and fractional portions of
    P are **stored** in respective register fields (432,434).
      DETAILED DESCRIPTION – INDEPENDENT CLAIMS are also included for the
    following:
      (1) graphics adapter; and
      (2) data processing system.
      USE – Floating point exponentiation circuit for graphics adapter
    (claimed) for use in data processing system (claimed) e.g.
    microprocessor based computer system that performs tasks such as
    computer-assisted drafting, architectural design, **simulation** trainers
    for aircraft and other vehicles, molecular modeling, **virtual   reality**
    applications and video games.
      ADVANTAGE – The exponentiation circuit determines floating point
    value quickly to optimize three-dimensional graphic images.
      DESCRIPTION OF DRAWING(S) – The figure shows the block diagram of
    the floating point exponentiation circuit.
      floating point adder (424)
      floating point register (430)
      exponent field (432)
      mantissa field (434)
      multiplexer (440)
      pp; 13 DwgNo 4/7
Title Terms: FLOAT; POINT; CIRCUIT; GRAPHIC; PRODUCE; FLOAT; POINT; VALUE;
  SATISFY; SPECIFIC; EQUATE; EXPONENTIAL; MANTISSA; FIELD; BASED; INPUT;
  VALUE
Derwent Class: T01
International Patent Class (Main): **G06F-007/38**
File Segment: EPI

  14/5/12   (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015971408   **Image available**
WPI Acc No: 2004-129249/200413
  Specialized car mall **through car** avatar **and 3d virtual tuning**
  simulation **system**
Patent Assignee: KANG S H (KANG-I)
Inventor: KANG S H
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
KR 2003080360	A	20031017	KR 200218946	A	20020408	200413	B

Priority Applications (No Type Date): KR 200218946 A 20020408
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2003080360	A		1	G06F-019/00	

Abstract (Basic): KR 2003080360 A
      NOVELTY – A specialized car **mall** through a car **avatar** and a 3D
    virtual tuning **simulation** system is provided to enhance reliability

for a product and a company, and buying desire by offering a more
realistic interface for viewing and searching the product to on-line
customers.
   DETAILED DESCRIPTION - A user or the customer connects to a web
server. The customer requests a desired car model, or selects a **vendor**
and the car model through a selection menu. The car information
selected through the web server is displayed on a web browser by
loading a 3D object and a multimedia file of a file server. The
navigation for the interior and the exterior of the car is carried out
according to user's want, and the detail information inquiry and the
function operating are carried out by selecting and changing the goods
according to each part. The model finally tuned by the customer is
stored and managed as the car **avatar** . The price for each part or a
total price is **simulated** when the customer wants to buy.
   pp; 1 DwgNo 1/10
Title Terms: SPECIAL; CAR; **MALL** ; THROUGH; CAR; VIRTUAL; TUNE; **SIMULATE** ;
  SYSTEM
Derwent Class: T01
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

 14/5/13   (Item 9 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015801888   **Image available**
WPI Acc No: 2003-864091/200380
XRPX Acc No: N03-689720
  **Advertisement asset exposure measuring system in musical and game shows,
  has metadata database that** stores **metadata which includes trigger for
  providing instruction for displaying audio/video data**
Patent Assignee: GIBBS S (GIBB-I); NATARAJAN J (NATA-I)
Inventor: GIBBS S; NATARAJAN J
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 20030187730 A1   20031002 US 2002109491   A   20020327 200380 B

Priority Applications (No Type Date): US 2002109491 A 20020327
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
US 20030187730 A1   12 G06F-017/60

Abstract (Basic): US 20030187730 A1
   NOVELTY - A content database **stores** audio/video data and a
metadata database **stores** metadata which includes a trigger for
providing an instruction for displaying the audio/video data.
   DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the
following:
   (1) asset exposure measuring method; and

   (2) computer-readable medium storing instructions for executing
asset exposure measuring method.
   USE - For measuring exposure of advertisement assets in musical
show, baseball game show, reality show such as **live** car race show and
sports productions in network. Also, applicable for video game and
virtual reality applications.
   ADVANTAGE - As the trigger provides instructions such as physical
placements of advertisements, duration of placements based on time,

duration of placements based on views by the user, the advertising
asset are effectively provided to the user.
    DESCRIPTION OF DRAWING(S) - The figure shows the flow diagram of
the asset exposure measuring method.
    pp; 12 DwgNo 4/5
Title Terms: ADVERTISE; EXPOSE; MEASURE; SYSTEM; MUSIC; GAME; SHOW;
  DATABASE; STORAGE; TRIGGER; INSTRUCTION; DISPLAY; AUDIO; VIDEO; DATA
Derwent Class: T01; W04
International Patent Class (Main): **G06F-017/60**
File Segment: EPI

14/5/14   (Item 10 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015626300   **Image available**
WPI Acc No: 2003-688471/200365
Related WPI Acc No: 2001-657058
XRPX Acc No: N03-550053
  Virtual trading floor system for simulating **trading action in real-time
  in a financial** market **, has graphic interface, control interface and
  data interface coupled to coder-decoder that receives and transmits data
  with trading source**
Patent Assignee: BORCHEW M (BORC-I); HAUK E (HAUK-I)
Inventor: BORCHEW M; HAUK E
Number of Countries: 001 Number of Patents: 001
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 20030126068	A1	20030703	US 99166306	P	19991118	200365	B
			US 2000540601	A	20000331		
			US 2002324507	A	20021220		

Priority Applications (No Type Date): US 99166306 P 19991118; US 2000540601
  A 20000331; US 2002324507 A 20021220
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030126068	A1		21	G06F-017/60	Provisional application US 99166306

                              Cont of application US 2000540601

Abstract (Basic): US 20030126068 A1
    NOVELTY - The system (100) has a graphic interface (150), a control
interface (130) and a data interface (140) coupled to a coder-decoder
(120) that receives and transmits data with a trading source (110). The
graphic interface receives and displays certain data transmitted from
the coder-decoder as buying and selling trader metaphors representing
the actual buying and selling traders.
    DETAILED DESCRIPTION - The control interface initiates the orders
related to the data received and transmitted by the coder-decoder. The
data interface displays the data in a non-graphic, human-readable form,
and receives and transmits data to and from the coder-decoder.
    INDEPENDENT CLAIMS are included for the following:
    (a) the trading **simulator** ; and
    (b) the use method of the trading **simulator** .
    USE - For **simulating** trading action of actual buying and selling
traders in a financial **market** and graphically representing the buying
and selling traders on a display.
    ADVANTAGE - Provides a front-end virtual trading floor system to be
interconnected with existing electronic exchanges. Provides a system

where traders from anywhere in the world to be linked to an exchange
and where traders are represented graphically as virtual pit
participants. Provides virtual trading system where individual traders
may participate via **live** , real-time feeds. Enables an off-site trader
to conduct trades as a participant in a virtual pit as opposed to
virtual trading floor where the trader views a 2 or 3 dimensional
display. Provides a trading game or a trading **simulator** utilizing
either the virtual trading or **virtual reality** trading systems.
Enables trader to easily view and trade price differentials within
select stocks or commodities or between different stocks or
commodities.
    DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of
the virtual trading floor system comprising of coder-decoder, graphic
interface, data interface and control interface.
    Virtual trading floor system (100)
    Trading source (110)
    Coder-decoder (120)
    Control interface (130)
    Data interface (140)
    Graphic interface (150)
    pp; 21 DwgNo 1/9
Title Terms: VIRTUAL; TRADE; FLOOR; SYSTEM; **SIMULATE** ; TRADE; ACTION; REAL
 ; TIME; FINANCIAL; **MARKET** ; GRAPHIC; INTERFACE; CONTROL; INTERFACE; DATA
 ; INTERFACE; COUPLE; CODE; DECODE; RECEIVE; TRANSMIT; DATA; TRADE; SOURCE
Derwent Class: T01
International Patent Class (Main): **G06F-017/60**
File Segment: EPI

 14/5/15   (Item 11 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015614844   **Image available**
WPI Acc No: 2003-677001/200364
  System and method for synthesizing three-dimensional contents of virtual
   reality **space into three-dimensional living body model in real time**
Patent Assignee: YOO J H (YOOJ-I)
Inventor: YOO J H
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
KR 2002079268 A   20021019 KR 200120057   A   20010414 200364 B

Priority Applications (No Type Date): KR 200120057 A 20010414
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
KR 2002079268 A   1 G06F-019/00

Abstract (Basic): KR 2002079268 A
    NOVELTY - A system and method for synthesizing three-dimensional
contents of **virtual reality** space to a three-dimensional living
body model in real time is provided to supply and synthesize a
three-dimensional living body model of a user with a virtual
three-dimensional living body template model being supplied in a
virtual reality system.
    DETAILED DESCRIPTION - A storing unit(330) **stores** a
three-dimensional living body model of a user by a user's request from
a user terminal(10-1, 10-n). A body template storing unit(320) includes
a three-dimensional living body template model of the **virtual**

reality system to be synthesized with the three-dimensional living body model of the user. The first synthesizing unit(340) synthesizes the three-dimensional living body model of the user with the three-dimensional living body template model. A control unit(360) is provided for the user to control a physical parameter of the synthesizing model. A contents storing unit(380) is provided for applying to the synthesizing model. The second synthesizing unit(370) synthesizes the synthesizing model with three-dimensional contents. A main processing device(350) controls information being transmitted from the control unit(360) and the synthesizing units(340,370) and various peripheral function units.
      pp; 1 DwgNo 1/10
Title Terms: SYSTEM; METHOD; SYNTHESIS; THREE; DIMENSION; CONTENT; VIRTUAL;
  SPACE; THREE; DIMENSION; **LIVE** ; BODY; MODEL; REAL; TIME
Derwent Class: T01; W04
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

  14/5/16   **(Item 12 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
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015598285   **Image available**
WPI Acc No: 2003-660440/200362
Related WPI Acc No: 2003-606987; 2003-660435; 2003-660438
XRPX Acc No: N03-526728
  **Memory management operations performing method, involves preloading all
  non-dynamic tessellation units in** virtual reality **files to the
  available memory space prior to** simulation **and rendering of the complex
  environment**
Patent Assignee: HUBRECHT A Y N (HUBR-I); NUYDENS T (NUYD-I); VRCONTEXT SA
  (VRCO-N)
Inventor: HUBRECHT A Y N; NUYDENS T
Number of Countries: 001 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 20030117405	A1	20030626	US 200123996	A	20011221	200362	B
US 6809738	B2	20041026	US 200123996	A	20011221	200470	

Priority Applications (No Type Date): US 200123996 A 20011221
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20030117405	A1		90	G06F-012/02	
US 6809738	B2			G06F-012/02	

Abstract (Basic): US 20030117405 A1
    NOVELTY - The method involves allocating video memory and accelerated graphics port (AGP) memory in graphics hardware (18) of the **virtual** **reality** (**VR**) system (28). All non-dynamic tessellation units in the **VR** files are pre-loaded into the memories prior to **simulation** and rendering frames of the complex environment. The tessellation units are preloaded in the memories if the memory space is available.
    DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for
    (1) a system for performing memory management operations.
    (2) **stored** software.
    USE - Used for performing memory management operations in graphical displays of complex virtual environments e.g. offshore platforms, industrial plants, building complexes.

ADVANTAGE - The method provides an acceptable level of
visualization and **simulation** to the user with an improved frame rate,
thereby the method provides an effective **virtual reality** solution
for complex environment.
DESCRIPTION OF DRAWING(S) - The drawing illustrating a system
environment for providing interactive displays of complex virtual
environments.
Graphics hardware (18)
Virtual reality system. (28)
pp; 90 DwgNo 1/28
Title Terms: MEMORY; MANAGEMENT; OPERATE; PERFORMANCE; METHOD; PRELOADED;
  NON; DYNAMIC; UNIT; VIRTUAL; FILE; AVAILABLE; MEMORY; SPACE; PRIOR;
  SIMULATE ; RENDER; COMPLEX; ENVIRONMENT
Derwent Class: T01; W04; X25
International Patent Class (Main): **G06F-012/02**
International Patent Class (Additional): G06T-015/30; G06T-017/20
File Segment: EPI

 14/5/17   (Item 13 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015538431   **Image available**
WPI Acc No: 2003-600587/200357
XRPX Acc No: N03-478584
  **Coding method for visualization of multidimensional virtual worlds
  involves using procedural elements which produce archetype of category of
  entities**
Patent Assignee: DOMINICI F (DOMI-I)
Inventor: DOMINICI F
Number of Countries: 027 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 1333376	A1	20030806	EP 2002425057	A	20020205	200357	B
US 20030151605	A1	20030814	US 2003357339	A	20030204	200360	

Priority Applications (No Type Date): EP 2002425057 A 20020205
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 1333376	A1	E	18	G06F-009/44	

    Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
    LI LT LU LV MC MK NL PT RO SE SI TR

| US 20030151605 | A1 | | | G06T-015/00 | |

Abstract (Basic): EP 1333376 A1
     NOVELTY - The virtual world is generated by the execution of
several archetypical procedural elements **stored** in a data base on the
information processing system. The virtual world is made of several
different viewable end entities. Each procedural element produces an
archetype of the category of entities corresponding to final entity of
virtual world to be visualized.
DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for a
coding system
USE - For visualization of multidimensional virtual worlds in
virtual reality systems from video game to industrial **simulators** .
ADVANTAGE - Allows immediate exploration of virtual worlds.
Achieves enormous reduction of dimensions of needed data compared to
standard techniques.
DESCRIPTION OF DRAWING(S) - The figure shows in schematic format an

example of use of an archetype of a final object category.
        pp; 18 DwgNo 2/7
Title Terms: CODE; METHOD; MULTIDIMENSIONAL; VIRTUAL; PROCEDURE; ELEMENT;
  PRODUCE; CATEGORY; ENTITY
Derwent Class: T01
International Patent Class (Main): **G06F-009/44** ; G06T-015/00
File Segment: EPI

 14/5/18   (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015513861   **Image available**
WPI Acc No: 2003-576008/200354
XRPX Acc No: N03-457848
  **Bimodal peripheral controller for computer system, permits router to
  connect high speed buses to any other bus or to only lower speed buses by
  selecting suitable mode**
Patent Assignee: SILICON GRAPHICS INC (SILI-N)
Inventor: MILLER S
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 6553446   B1   20030422   US 99409299   A   19990929   200354   B

Priority Applications (No Type Date): US 99409299 A 19990929
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
US 6553446   B1   24 G06F-001/00

Abstract (Basic): US 6553446 B1
       NOVELTY - The write and read buffers (207) respectively couple
  write transactions on low speed bus into cache line, sized data
  transfer to a router and **store** fetched data. A prefetcher (206) reads
  sequential cache lines, until the read buffer is full, if there is no
  corresponding data in the read buffer. A clock selects either of the
  modes for permitting the router to connect high speed buses to any
  other bus or to only low speed buses.
       USE - For computer system e.g. personal computer for digital media
  applications for processing audio, video and realistic computer
  generated three-dimensional graphic image like in generation of special
  effects for movies, computer animation, real time **simulation** , video
  teleconferencing, Internet-related applications, computer games,
  telecommuting, **virtual   reality** , high speed databases, real-time
  interactive **simulation** , medical diagnostic imaging and Internet.
       ADVANTAGE - Enable many CPU/memory and peripheral to communicate
  with any peripheral in the system, though both high and low links are
  required. Hence the system are able to seal in physical term by
  addition of subsystem such as peripheral and peripheral control without
  loss of functionality and the commercial feasible required for
  effective performance of CPU, or memory node and having protocols not
  directly compatible with high speed links can be used. Prefetching
  enables faster read response time and reduces memory latency for
  optimal system performance. By doing transfers that are exactly one
  cache line, the cache coherency operations are more efficient and
  memory is also optimized for blocks of size and alignment.
       DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of a
  bimodal peripheral controller.
       prefetcher (206)

buffers (207)
        pp; 24 DwgNo 11/13
Title Terms: PERIPHERAL; CONTROL; COMPUTER; SYSTEM; PERMIT; ROUTER; CONNECT
  ; HIGH; SPEED; BUS; BUS; LOWER; SPEED; BUS; SELECT; SUIT; MODE
Derwent Class: T01
International Patent Class (Main): G06F-001/00
File Segment: EPI

   14/5/19   (Item 15 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015065945   **Image available**
WPI Acc No: 2003-126461/200312
  Advertising method using on-line management simulation **game on internet**
Patent Assignee: ODEES STUDIO CO LTD (ODEE-N)
Inventor: KIM D H
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind Date   Applicat No   Kind   Date   Week
KR 2002063947 A   20020807 KR 20014446   A   20010131 200312 B

Priority Applications (No Type Date): KR 20014446 A 20010131
Patent Details:
Patent No   Kind Lan Pg   Main IPC   Filing Notes
KR 2002063947 A `   1 G06F-017/60

Abstract (Basic): KR 2002063947 A
        NOVELTY - An advertising method using an on-line management
  simulation game on the Internet is provided to transmit an
  advertisement of a predetermined commodity to a user effectively
  through a game by making a commodity or an item being dealt in a
  stored in a game be applied to a commodity being traded on an
  off-line.
        DETAILED DESCRIPTION - A user connects to a web site being managed
  by a server computer which supplies an on-line game service (101). The
  user receives an ID and a password (103). The user selects a figure of
  an **avatar** or a character and a business category of the **avatar**
  (105). The user performs a log-in process, and may start a game (107).
  The **avatar** of the user is loaded on a predetermined portion of a
  protection area cross map (109). The **avatar** maintains a living by
  receiving cyber money from a society welfare section (111). The **avatar**
   visits a house agent in the protection area and selects/receives a
  store without pay (113). The **avatar** visits a wholesale **store** and
  receives a commodity to be dealt in the **store** (115). The user manages
  the **store** and collects cyber money (117). If the collected cyber
  money is more than a predetermined amount, the user may out from the
  protection area (119). The user visits a house agent and selects one's
  store (121). The **avatar** decides a commodity to be dealt in the
  store and visits a wholesale **store** and receives a commodity (125).
  The user starts a commodity business (127). When the **avatar** sells a
  commodity to other **avatar** and buys a commodity from other **avatar** ,
  points are collected (131). The points may be used for a discount
  (133).
        pp; 1 DwgNo 1/10
Title Terms: ADVERTISE; METHOD; LINE; MANAGEMENT; **SIMULATE** ; GAME
Derwent Class: T01; W04
International Patent Class (Main): **G06F-017/60**
File Segment: EPI

DIALOG(R)File 350:Derwent WPIX
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014813000   **Image available**
WPI Acc No: 2002-633706/200268
  **Internet service device and method capable of virtual coordinating and
  making up through image synthesis**
Patent Assignee: SOHN J W (SOHN-I)
Inventor: SOHN J W
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
KR 2002027889 A   20020415 KR 200058660   A   20001006 200268 B

Priority Applications (No Type Date): KR 200058660 A 20001006
Patent Details:
Patent No   Kind Lan Pg   Main IPC   Filing Notes
KR 2002027889 A   1 G06F-019/00

Abstract (Basic): KR 2002027889 A
     NOVELTY - An Internet service device and a method capable of
  virtual coordinating and making up through image synthesis are provided
  to make a user know the matching coordination and makeup products
  before purchasing by enable the user to synthesize the user and product
  image in the **virtual   reality** on the Internet.
     DETAILED DESCRIPTION - The method comprises an image input
  system(7) inputting the image of user and various products, a database
  server(3) including an e-mail address database(4), an image database(5)
  and a product image and information database(6), an image synthesis
  server(2) synthesizing the user image and the selected product image,
  and a main web server(1) possessing an e-mail server transmitting the
  synthesized image to the address of user. The image of user and
  products is obtained by the image input system such as a scanner, a
  digital camera, and so on. The obtained image is **stored** in each
  database and extracted from each database when the user wants to the
  image synthesis. The image synthesis server provides a **simulator**
  capable of synthesizing the image of user and desired product.
     pp; 1 DwgNo 1/10
Title Terms: SERVICE; DEVICE; METHOD; CAPABLE; VIRTUAL; COORDINATE; UP;
  THROUGH; IMAGE; SYNTHESIS
Derwent Class: T01
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

DIALOG(R)File 350:Derwent WPIX
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014667863   **Image available**
WPI Acc No: 2002-488567/200252
XRPX Acc No: N02-386125
  **Virtual object used in three-dimensional object oriented environment, has
  user-sensible aspect and functional aspect, in which user-sensible aspect
  is encapsulated separately from functional aspect**
Patent Assignee: GEOMCORE LTD (GEOM-N)
Inventor: ELBER G; SHAKED O; SHMUELI O

Number of Countries: 097   Number of Patents: 003
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
US 20020033839 A1   20020321   US 2000233478   A   20000919 200252 B
                                 US 2001887026   A   20010625
WO 200225586   A2   20020328   WO 2001IL877   A   20010916 200252
AU 200194145   A   20020402   AU 200194145   A   20010916 200252

Priority Applications (No Type Date): US 2000233478 P 20000919; US
   2001887026 A 20010625
Patent Details:
Patent No   Kind Lan Pg   Main IPC   Filing Notes
US 20020033839 A1   23 G06F-009/00   Provisional application US 2000233478

WO 200225586 A2 E   G06T-000/00
   Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA
   CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN
   IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ
   PH PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
   Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
   IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW
AU 200194145 A   G06F-009/00   Based on patent WO 200225586

Abstract (Basic): US 20020033839 A1
      NOVELTY - The virtual object comprises of a user-sensible aspect
   and a functional aspect. The user-sensible aspect is encapsulated as a
   user-sensible encapsulation, separately from the functional aspect.
      DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the
   following: .
      (a) the **virtual reality** environment;
      (b) the dedicated control component for controlling functionality
   of virtual objects;
      (c) the method for facilitating interaction between client
   terminals in a networked **virtual reality** environment;
      (d) the method for restricting interactions of virtual objects;
      (e) and the functionality control of virtual objects.
      USE - For use in a three-dimensional object oriented environment,
   e.g. for **simulators** used in military, flight, and other **virtual -
   reality** type training.
      ADVANTAGE - Separately **store** form and function characteristics of
   virtual objects so that user sensible characteristics or form of
   virtual object can be downloaded to user clients without downloading
   functional or behavioral characteristics. Controls functional and
   behavioral aspects of virtual objects with dedicated modular units.
   Provides associations between objects, such that changes in one object
   automatically trigger desired changes in associated objects. Controls
   and limits secondary effects of object interactions. Facilitates real
   time multiple client interaction with objects within the same networked
   virtual environment. Limits amount of data requiring transfer between
   different nodes of networked interactive computing environment to allow
   interactions with computing environment to be transmitted to all
   clients in real time. Allows association of different functionalities
   with the set of objects comprising an existing scene.
      DESCRIPTION OF DRAWING(S) - The figure is a schematic diagram
   showing the networked computing environment.
      pp; 23 DwgNo 1/12
Title Terms: VIRTUAL; OBJECT; THREE; DIMENSION; OBJECT; ORIENT; ENVIRONMENT
   ; USER; SENSE; ASPECT; FUNCTION; ASPECT; USER; SENSE; ASPECT; ENCAPSULATE
   ; SEPARATE; FUNCTION; ASPECT
Derwent Class: T01; W04; W06; W07
International Patent Class (Main): **G06F-009/00** ; G06T-000/00

14/5/22   (Item 18 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014537563   **Image available**
WPI Acc No: 2002-358266/200239
  Golf simulation **system and method using** virtual   reality
Patent Assignee: PARK S E (PARK-I); PARK S U (PARK-I)
Inventor: PARK S E; PARK S U
Number of Countries: 001 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
KR 2001087029	A	20010915	KR 200011092	A	20000306	200239	B
KR 370630	B	20030205	KR 200011092	A	20000306	200340	

Priority Applications (No Type Date): KR 200011092 A 20000306
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2001087029	A		1	G06F-019/00	
KR 370630	B			G06F-019/00	Previous Publ. patent KR 2001087029

Abstract (Basic): KR 2001087029 A
      NOVELTY - A golf **simulation** system and method using **virtual
reality** is provided to enable users to indirectly gain field
experience through the 3-dimensional modeling of golf courses and
through the acquisition of information by precise numeric data.
      DETAILED DESCRIPTION - A user, registered as a client in a golf
simulation system operating server, accesses the server on the
Internet(s1000). The user selects a desired service among services the
system provides and requests the server to provide the selected
service(s2000). In response to the request, the server activates a main
Java applet installed in the client side according to the requested
service and reads necessary data from a local disk installed in the
client side(s3000,s4000). If the user selects a service option(s5000),
the server fetches **virtual   reality** data equivalent to the selected
service option from a connected database and provides the data to the
user(s6000). The user executes **simulation** using the **virtual
reality** data provided from the server(s7000). The server **stores,** a
simulation execution result in the user's local disk(s8000).
      pp; 1 DwgNo 1/10
Title Terms: GOLF; **SIMULATE** ; SYSTEM; METHOD; VIRTUAL
Derwent Class: T01
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

14/5/23   (Item 19 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014528476   **Image available**
WPI Acc No: 2002-349179/200238
  **Electronic manual server system and method for providing conversational
  product information using system**
Patent Assignee: KIM J H (KIMJ-I)
Inventor: KIM J H
Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
KR 2001065876	A	20010711	KR 9966890	A	19991230	200238	B

Priority Applications (No Type Date): KR 9966890 A 19991230
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2001065876	A		1	G06F-017/00	

Abstract (Basic): KR 2001065876 A

NOVELTY - An electronic manual server system and a method for providing conversational product information using the system are provided to supply accurate information on a product by providing 3-dimensional information on the product on the basis of a web, and by directly executing a function of the product provided on the web.

DETAILED DESCRIPTION - A data storage unit(110) includes a shape data storage unit(111) which **stores** 2-dimensional and 3-dimensional shape data on all sorts of products and a functional performance data storage unit(112) which **stores** functional performance data, state chart model data, wireless markup language(WML) program data and wireless markup language data. A model generation unit(120) reads the shape data **stored** in the shape data storage unit(111), and generates 2-dimensional or 3-dimensional geometric model. A 3-dimensional user interface unit(130) includes a display unit(131) which displays the geometric model generated from the model generation unit(120) and a liquid crystal display unit(132) which displays characters. A **virtual reality** function execution unit(140) **simulates** a function of the model displayed on a web site through the user interface unit(130).

pp; 1 DwgNo 1/10

Title Terms: ELECTRONIC; MANUAL; SERVE; SYSTEM; METHOD; CONVERSATION; PRODUCT; INFORMATION; SYSTEM
Derwent Class: T01
International Patent Class (Main): **G06F-017/00**
File Segment: EPI

 14/5/24   (Item 20 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014493520   **Image available**
WPI Acc No: 2002-314223/200235
 Bidirectional cyber seminar system and method
Patent Assignee: NEXPO CO LTD (NEXP-N); KANG S (KANG-I); KIM Y (KIMY-I); NEXPO CORP LTD (NEXP-N)
Inventor: KANG S H; KANG S; KIM Y
Number of Countries: 011 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
KR 2001106080	A	20011129	KR 200069485	A	20001122	200235	B
WO 200242973	A1	20020530	WO 2001KR425	A	20010316	200242	

Priority Applications (No Type Date): KR 200069485 A 20001122
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
KR 2001106080	A		1	G06F-017/00	
WO 200242973	A1	E		G06F-017/60	

   Designated States (National): AE CA CH CN DE GB JP RU SG US

Abstract (Basic): KR 2001106080 A

NOVELTY - A bidirectional cyber seminar system and method are

provided to execute multimedia presentation and web base seminar by
processing various information provided by internet sites. Therefore,
fitted information is provided to visitors.
DETAILED DESCRIPTION - A device for realizing bilateral cyber
seminar consists of a seminar server(100), a chatting server(110), a
web board server(120), a database(130), a media streaming server(140),
an internet network(150), a speaker encoder(160), a speaker PC(170) and
a listener PC(180). The seminar server(100) executes listener mode,
live mode, on-demand mode, seminar open mode and speaker mode in web
base using VRML, that is, a **virtual reality** realizing tool on
internet. Therefore, a speaker and a listener can join a multimedia
seminar bilaterally through the speaker PC(170) and the listener
PC(180). The chatting server(110) executes chatting information by
receiving **live** data from the seminar server(100). The seminar
server(100) may executes multimedia presentation. The web board
server(120) executes the web board by receiving on-demand data from the
seminar server(100). The media streaming server(140) provides media
streaming data to the seminar server(100)... The database(130) **stores**
personal information of the speaker and the listener and seminar
information. The speaker encoder(160) encodes seminar data to digital
data so that the speaker can provide seminar data to the seminar
server(100).
pp; 1 DwgNo 1/10
Title Terms: BIDIRECTIONAL; SYSTEM; METHOD
Derwent Class: T01
International Patent Class (Main): **G06F-017/00 ; G06F-017/60**
File Segment: EPI

14/5/25   (Item 21 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014493175   **Image available**
WPI Acc No: 2002-313878/200235
  Electronic commerce system and method using virtual   reality
  simulation
Patent Assignee: JANG I S (JANG-I); LEE J P (LEEJ-I); PARK S S (PARK-I)
Inventor: JANG I S; LEE J P; PARK S S
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
KR 2001105511 A   20011129 KR 200025378   A   20000512 200235 B

Priority Applications (No Type Date): KR 200025378 A 20000512
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
KR 2001105511 A   1 G06F-017/60

Abstract (Basic): KR 2001105511 A
NOVELTY - An electronic commerce system and method using **virtual
reality simulation** is provided to increase the convenience of a
consumer by enabling the consumer to obtain information on a product
through a direct transaction between the consumer and a provider in
case that the consumer purchases the product.
DETAILED DESCRIPTION - A consumer's computer(5) and a provider's
computer(7) are connected to a server(50) of an electronic commerce
system through determined network(9). The server(50) is equipped with a
web server(40) and a mail server(11). The web server(40) includes a
member information database file(15) which **stores** personal

information on the consumer or the provider, a product information
database file(17) which **stores** information on products, a sample
model database file(29) which **stores** character samples to be used for
 virtual reality simulation , a **simulation** execution unit(20)
which includes a program(22) for forming an external shape of a
character and a **simulation** program(21) for applying a determined
product to the character and a connection unit(30) which connects the
consumer to the provider suitable for the consumer's preference. In
addition, the web server(40) is equipped with a purchasing information
database file(13) which **stores** purchasing information including
information on the product selected by the consumer. The **simulation**
execution unit(20) includes an animation program(23) and a texturing
program(26).
        pp; 1 DwgNo 1/10
Title Terms: ELECTRONIC; SYSTEM; METHOD; VIRTUAL; **SIMULATE**
Derwent Class: T01
International Patent Class (Main): **G06F-017/60**
File Segment: EPI

 14/5/26   (Item 22 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014413781   **Image available**
WPI Acc No: 2002-234484/200229
  Virtual speech simulator **for treating anthropophobia**
Patent Assignee: HANYANG HAK WON CO LTD (HANY-N)
Inventor: KIM S I; KOO J H
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind Date   Applicat No   Kind   Date   Week
KR 2001099277 A   20011109 KR 200157599   A   20010918 200229 B

Priority Applications (No Type Date): KR 200157599 A 20010918
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
KR 2001099277 A   1 G06F-019/00

Abstract (Basic): KR 2001099277 A
        NOVELTY – A virtual speech **simulator** is provided to treat an
    anthropophobia by presenting a moving picture of a real person as a
    virtual audience and presenting the virtual audience as a target
    feeling a fear.
        DETAILED DESCRIPTION – An image data storage section(613) **stores**
    a background image and a spectator image. A **virtual reality** image
    generator(611) outputs a current frame and the background image and
    spectator image **stored** in the image data storage section(613). A
    location and direction tracker(603) senses and transmits a vision field
    angle and a far and near value transmitted from a head mounted display
    which a curer has on to a transmitter(108). A vision field angle
    calculator(609) calculates an angle change of a curer's head according
    to a curer's motion signal from the location and direction
    tracker(603). A signal converter(601) converts an RGB output generated
    by a graphic board(605) into a TV image signal. 3D sound processor(607)
    extracts and transmits a sound corresponding to a **virtual reality**
    image to be provided to the curer to a curer's head mounted display.
        pp; 1 DwgNo 1/10
Title Terms: VIRTUAL; SPEECH; **SIMULATE** ; TREAT
Derwent Class: T01

International Patent Class (Main): **G06F-019/00**
File Segment: EPI

14/5/27   (Item 23 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014334294   **Image available**
WPI Acc No: 2002-154997/200220
XRPX Acc No: N02-117811
  Computer based virtual reality **trading system that** simulates
  virtual environment of active trading floor has device for a number of
  traders to interact and complete trades via their virtual trader persons
  on virtual trading floor
Patent Assignee: MELKOMIAN R (MELK-I); SARMA S (SARM-I)
Inventor: MELKOMIAN R; SARMA S
Number of Countries: 095 Number of Patents: 004
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week
WO 200205182 A1   20020117   WO 2001US21377   A   20010706   200220   B
AU 200171864 A   20020121   AU 200171864   A   20010706   200234
US 20020128952 A1   20020912   US 2000216195   P   20000706   200262
                               US 2001900476   A   20010706
EP 1316040   A1   20030604   EP 2001950919   A   20010706   200337
                               WO 2001US21377   A   20010706

Priority Applications (No Type Date): US 2000216195 P 20000706; US
  2001900476 A 20010706
Patent Details:
Patent No   Kind Lan Pg   Main IPC   Filing Notes
WO 200205182 A1 E 52 G06F-017/60
   Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA
   CH CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP
   KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT
   RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW
   Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
   IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW
AU 200171864 A   G06F-017/60   Based on patent WO 200205182
US 20020128952 A1   G06F-017/60   Provisional application US 2000216195

EP 1316040   A1 E   G06F-017/60   Based on patent WO 200205182
   Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
   LI LT LU LV MC MK NL PT RO SE SI TR

Abstract (Basic): WO 200205182 A1
     NOVELTY - A device is provided for generating an interactive
   virtual trading floor space and for generating virtual trader persons
   corresponding to virtual images of the number of traders in it and for
   supporting interactive trading between a number of the virtual trader
   persons. A device is used for the number of traders to interact and
   complete trades via their virtual trader persons on the virtual trading
   floor.
     DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for:
     (a) a method for trading financial products in a **virtual   reality**
   environment
     (b) a computer trading system for trading financial product
     USE - In exchanging of various securities and commodities that
   simulates in a virtual environment an active trading floor.
     ADVANTAGE - Creates a virtual environment that **simulates** a

trading floor, enables users to electronically use an open outcry
auction for trading securities and to participate on a virtual trading
floor environment utilizing the open outcry method, as a direct
substitute for an actual trading floor.
   DESCRIPTION OF DRAWING(S) - The drawing shows a view of a virtual
exchange floor according to the present invention.
   pp; 52 DwgNo 4a/8
Title Terms: COMPUTER; BASED; VIRTUAL; TRADE; SYSTEM; **SIMULATE** ; VIRTUAL;
  ENVIRONMENT; ACTIVE; TRADE; FLOOR; DEVICE; NUMBER; INTERACT; COMPLETE;
  VIRTUAL; PERSON; VIRTUAL; TRADE; FLOOR
Derwent Class: T01
International Patent Class (Main): **G06F-017/60**
File Segment: EPI

   14/5/28   (Item 24 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014333471   **Image available**
WPI Acc No: 2002-154174/200220
XRPX Acc No: N02-117260
   **Current projection data determination for three-dimensional projection
   system, involves evaluating** current projection data, based on data
   describing change in spatially variable area and stored **projection data**
Patent Assignee: SIEMENS AG (SIEI); MODVIZ INC (MODV-N)
Inventor: KECIK A Y; RUGE T; WIEDEMANN C; KECIK Y A; WIEDEMANN C P
Number of Countries: 092 Number of Patents: 008
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
US 20020002587	A1	20020103	US 2000652671	A	20000831	200220	B
WO 200207449	A2	20020124	WO 2001DE2574	A	20010710	200220	
AU 200175662	A	20020130	AU 200175662	A	20010710	200236	
EP 1302080	A2	20030416	EP 2001953144	A	20010710	200328	
			WO 2001DE2574	A	20010710		
NO 200300257	A	20030317	WO 2001DE2574	A	20010710	200331	
			NO 2003257	A	20030117		
KR 2003019582	A	20030306	KR 2003700668	A	20030116	200345	
CN 1443422	A	20030917	CN 2001813014	A	20010710	200382	
JP 2004504683	W	20040212	WO 2001DE2574	A	20010710	200413	
			JP 2002513214	A	20010710		

Priority Applications (No Type Date): DE 10034697 A 20000717
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 20020002587	A1		11	G06F-015/16	
WO 200207449	A2	G		H04N-013/00	

   Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA
   CH CN CR CU CZ DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE
   KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO
   RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
   Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LU
   MC NL PT SE TR

| AU 200175662 | A | | | H04N-013/00 | Based on patent WO 200207449 |
| EP 1302080 | A2 | G | | H04N-013/00 | Based on patent WO 200207449 |

   Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
   LI LT LU LV MC MK NL PT RO SE SI TR

NO 200300257	A			H04N-000/00	
KR 2003019582	A			H04N-013/00	
CN 1443422	A			H04N-013/00	
JP 2004504683	W		50	G06T-017/40	Based on patent WO 200207449

Abstract (Basic): US 20020002587 A1
    NOVELTY - A change data describing a change in spatially variable
area from starting to end state, is determined in projection computer
(130). An initial current projection data for projection of that area
is determined in a projection computer (131), based on the change data
and **stored** initial projection data. A final current projection data
is evaluated in projection computer (132) using change data and **stored**
 final projection data.
    DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for
current projection data determination arrangement.
    USE - For determining current projection data for projection of
spatially variable area in three-dimensional (3D) projection system
such as **virtual reality** (**VR**) system, visual **simulation** system.
    ADVANTAGE - The projection data for 3D projection is determined in
a simple and cost effective manner.
    DESCRIPTION OF DRAWING(S) - The figure shows the block diagram of
virtual reality system.
    Projection computers (130-132)
    pp; 11 DwgNo 1/5
Title Terms: CURRENT; PROJECT; DATA; DETERMINE; THREE; DIMENSION; PROJECT;
  SYSTEM; EVALUATE; CURRENT; PROJECT; DATA; BASED; DATA; DESCRIBE; CHANGE;
  SPACE; VARIABLE; AREA; STORAGE; PROJECT; DATA
Derwent Class: P81; T01
International Patent Class (Main): **G06F-015/16** ; G06T-017/40; H04N-000/00;
  H04N-013/00
International Patent Class (Additional): G02B-027/22; H04N-013/02
File Segment: EPI; EngPI

  14/5/29   (Item 25 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014311843   **Image available**
WPI Acc No: 2002-132545/200218
XRPX Acc No: N02-100002
  **Game system, which detects change amount and direction of tilt, movement
  or impact applied to housing of portable game apparatus has** simulation
  program for simulating **game space changes related to change direction
  applied to housing**
Patent Assignee: NINTENDO CO LTD (NINT)
Inventor: MASUYAMA I; SUZUKI T; TAHARA A
Number of Countries: 003 Number of Patents: 007
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
GB 2355169	A	20010411	GB 200024306	A	20001004	200218	B
JP 2001170358	A	20010626	JP 2000174573	A	20000609	200218	
US 6375572	B1	20020423	US 99168672	P	19991203	200232	
			US 2000512322	A	20000224		
US 20020072418	A1	20020613	US 99168672	P	19991203	200243	
			US 2000512322	A	20000224		
			US 200243164	A	20020114		
US 6641482	B2	20031104	US 99168672	P	19991203	200374	
			US 2000512322	A	20000224		
			US 200243164	A	20020114		
US 20040029640	A1	20040212	US 2003638309	A	20030812	200412	
GB 2355169	B	20040728	GB 200024306	A	20001004	200450	

Priority Applications (No Type Date): JP 2000174573 A 20000609; JP 99282592
  A 19991004

Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
GB 2355169	A		128	G06F-019/00	
JP 2001170358	A		56	A63F-013/00	
US 6375572	B1			A63F-009/22	Provisional application US 99168672
US 20020072418	A1			A63F-013/00	Provisional application US 99168672
					Cont of application US 2000512322
US 6641482	B2			A63F-009/22	Provisional application US 99168672
					Cont of application US 2000512322
					Cont of patent US 6375572
US 20040029640	A1			G06F-019/00	
GB 2355169	B			G06F-019/00	

Abstract (Basic): GB 2355169 A
        NOVELTY - A program ROM **stores** game space data including image
    data to display a space for game play. A display control program causes
    the display device to display a game space based on the game space
    data. A **simulation** program **simulates** based on an output of the
    change-state detecting device such that a state of the game space is
    changed related to at least one of a change amount and a change
    direction applied to the housing.
        DETAILED DESCRIPTION - INDEPENDENT CLAIMS are included for:
        (a) a game information storage medium
        (b) a game control method
        USE - In a game system, which detects a change amount and direction
    of a tilt, movement or impact applied to a housing of a portable game
    apparatus or to a controller of a video game apparatus.
        ADVANTAGE - Can realize the change of a game scene matched to an
    operation feeling through the match between player's operation and
    game-space change through the interaction with a number of portable
    game apparatuses to allow a number of players to cooperate or compete
    with for providing a variety of game-space change states, enhanced
    interest of game and **virtual reality** amusement.
        DESCRIPTION OF DRAWING(S) - The drawing is an illustrative view
    showing a way to utilize a slide input.
        pp; 128 DwgNo 13/68
Title Terms: GAME; SYSTEM; DETECT; CHANGE; AMOUNT; DIRECTION; TILT;
  MOVEMENT; IMPACT; APPLY; HOUSING; PORTABLE; GAME; APPARATUS; **SIMULATE** ;
  PROGRAM; **SIMULATE** ; GAME; SPACE; CHANGE; RELATED; CHANGE; DIRECTION;
  APPLY; HOUSING
Derwent Class: P36; T01; W04
International Patent Class (Main): A63F-009/22; A63F-013/00; **G06F-019/00**
International Patent Class (Additional): A63F-013/08; A63F-013/12;
  G06F-003/033
File Segment: EPI; EngPI

 14/5/30   (Item 26 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014203326   **Image available**
WPI Acc No: 2002-024023/200203
  System and method for offering multi-strategy simulation **game based on
  web**
Patent Assignee: KIM Y H (KIMY-I)
Inventor: KIM Y H
Number of Countries: 001 Number of Patents: 001
Patent Family:

```
Patent No      Kind   Date    Applicat No    Kind    Date     Week
KR 2001067829  A    20010713  KR 200117269    A    20010402  200203  B

Priority Applications (No Type Date): KR 200117269 A 20010402
Patent Details:
Patent No  Kind Lan Pg   Main IPC     Filing Notes
KR 2001067829 A      1 G06F-019/00
```

Abstract (Basic): KR 2001067829 A
     NOVELTY - The system and method for offering the multi-strategy
simulation game based on the web is provided to arouse the interest of
gamers by increasing the fight according to the communication activity,
and to satisfy the game progressing desire of a client by making the
virtual battle on real time.
     DETAILED DESCRIPTION - An authentication server(23) receives the
identifier information of the client and admits the user
authentication. A mobile server(24) processes and **stores** the client
information and the connection request of a web server, which are
connected via the mobile terminal of the client mobile system(32). An
item server(25) progresses the strategy **simulation** game, obtains the
experience value of the client **avatar** , combines and sends the
information of the purchase item, and selects and receives the item of
the client. A DB server(26) reads and sends each DB(41-44) information
via the computer terminal(31) or mobile system of the client, receives
the command or execution information about the transferred data, and
sorts and sends the command or execution information into each DB. The
client system includes a web browser(31a), which is displayed via the
terminal, the client identifier information(31a'), and an application
program(31b) and a messenger program(31c), which are downloaded and
installed automatically or selectively.
     pp; 1 DwgNo 1/10
Title Terms: SYSTEM; METHOD; OFFER; MULTI; STRATEGY; **SIMULATE** ; GAME;
  BASED; WEB
Derwent Class: T01
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

  14/5/31   (Item 27 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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014161338   **Image available**
WPI Acc No: 2001-645566/200174
  Method for constructing auction **system in three-dimension space of
  internet using** avatar
Patent Assignee: CHO W J (CHOW-I)
Inventor: CHO W J
Number of Countries: 001 Number of Patents: 001
Patent Family:
```
Patent No      Kind   Date    Applicat No    Kind   Date     Week
KR 2001044406  A    20010605  KR 20018045     A    20010217  200174  B

Priority Applications (No Type Date): KR 20018045 A 20010217
Patent Details:
Patent No  Kind Lan Pg   Main IPC     Filing Notes
KR 2001044406 A      1 G06F-019/00
```

Abstract (Basic): KR 2001044406 A
     NOVELTY - A method for constructing the **auction** system in the

three-dimension space of the internet using the **avatar** is provided to
enable many **auction** entrants and an **auction** manager to perform the
auction procedure in real time through the internet.
    DETAILED DESCRIPTION - The **auction** system comprises a web server
system, a DB server system, an **avatar** **auction** system, an **auction**
manager(or an **auctioneer**) and many **auction** entrants(or bidders). A
bidder chooses the appearance of the **avatar** in order to display
him(her)self in the virtual space and participates in the **auction**
with the **avatar** . The three-dimensional **avatar** expresses a special
action for the specified situation of the **auction** procedure through
an animation. Therefore, the real time interactive **auction** procedure
can be implemented by the **simulation** in the three-dimensional virtual
 auction space through the internet.
    pp; 1 DwgNo 1/10
Title Terms: METHOD; CONSTRUCTION; **AUCTION** ; SYSTEM; THREE; DIMENSION;
  SPACE
Derwent Class: T01
International Patent Class (Main): **G06F-019/00**
File Segment: EPI

 14/5/32   (Item 28 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

014141778   **Image available**
WPI Acc No: 2001-625989/200172
XRPX Acc No: N01-466656
  On-line shopping simulation **method in** virtual reality **system,**
  involves displaying interactive three-dimensional view along with map
  showing layout of interior of store **simultaneously**
Patent Assignee: RICHFX LTD (RICH-N)
Inventor: BEN-KIKI T; KERRET T; MANN Y; MONSA A; VARDI J
Number of Countries: 096 Number of Patents: 004
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200169364	A2	20010920	WO 2001IL226	A	20010308	200172	B
AU 200139518	A	20010924	AU 200139518	A	20010308	200208	
EP 1261906	A2	20021204	EP 2001914143	A	20010308	200280	
			WO 2001IL226	A	20010308		
KR 2002084148	A	20021104	KR 2002711060	A	20020823	200320	

Priority Applications (No Type Date): US 2000524453 A 20000310
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200169364	A2	E	59	G06F-003/00	

    Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA
    CH CN CO CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS
    JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL
    PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
    Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
    IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZW

AU 200139518	A		G06F-003/00	Based on patent WO 200169364
EP 1261906	A2	E	G06F-003/00	Based on patent WO 200169364

    Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
    LI LT LU LV MC MK NL PT RO SE SI TR

KR 2002084148	A		G06F-017/60	

Abstract (Basic): WO 200169364 A2
        NOVELTY - An interactive three-dimensional view is displayed on a

client display containing three-dimensional views of interior of a virtual **store** through which the user navigates. A map showing layout of the interior of the **store** , is displayed simultaneously.

USE - For on-line **shopping** **simulation** in **virtual** **reality** system.

ADVANTAGE - By provision of **virtual** **reality** system, users may interact with three-dimensional environments using natural user interface, Internet or other communication network. Allows user to control the direction of one's own movement, speed of movement, etc., and allows to carefully inspect a product before purchase.

DESCRIPTION OF DRAWING(S) - The figure shows the flowchart explaining the operation of the **virtual** **reality** **shopping** system.

pp; 59 DwgNo 1/15

Title Terms: LINE; **SHOPPING** ; **SIMULATE** ; METHOD; VIRTUAL; SYSTEM; DISPLAY ; INTERACT; THREE; DIMENSION; VIEW; MAP; LAYOUT; INTERIOR; STORAGE; SIMULTANEOUS

Derwent Class: T01; T05

International Patent Class (Main): **G06F-003/00** ; **G06F-017/60**

File Segment: EPI

14/5/33 **(Item 29 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
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014141489 **Image available**
WPI Acc No: 2001-625700/200172
XRPX Acc No: N01-466406
Virtual **reality** **test drive system for vehicle** showroom , simulates **operation of interactive vehicle based on downloading data or software from distant server, connected through Internet or intranet**
Patent Assignee: PRIMA IND ESTAB (PRIM-N)
Inventor: LOW S
Number of Countries: 090 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200161672	A1	20010823	WO 2000EP1354	A	20000218	200172	B
AU 200034240	A	20010827	AU 200034240	A	20000218	200176	
			WO 2000EP1354	A	20000218		

Priority Applications (No Type Date): WO 2000EP1354 A 20000218
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 200161672	A1	E	25	G09B-009/05	

Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW

AU 200034240 A G09B-009/05 Based on patent WO 200161672

Abstract (Basic): WO 200161672 A1
NOVELTY - An interactive vehicle (10) has a data glove (50) with pressure sensors and force feedback devices, in connection with a controller. The controller communicates with a distant server (5) through Internet/intranet and **simulates** operation of support actuator (29), steering (12), accelerator (13), brake (14), visual image display (40) and data glove in the vehicle based on the data or software downloaded from server.

USE - In vehicle **showrooms** to test the drive performance of vehicles such as car, truck, motor-bike, mini-van, sport-utility vehicle, etc., by the buyer, to decide the type of vehicle to buy.
ADVANTAGE - Enables user to test drive different types of cars within a short period of time, simply by updating or supplementing the software from a server.
DESCRIPTION OF DRAWING(S) - The figure shows the schematic view of **virtual reality** system.
Distant server (5)
Interactive vehicle (10)
Steering (12)
Accelerator (13)
Brake (14)
Distant server (15)
Support actuator (29)
Visual image display (40)
Data glove (50)
pp; 25 DwgNo 1/1
Title Terms: VIRTUAL; TEST; DRIVE; SYSTEM; VEHICLE; **SHOWROOM ; SIMULATE ;** OPERATE; INTERACT; VEHICLE; BASED; DATA; SOFTWARE; DISTANCE; SERVE; CONNECT; THROUGH
Derwent Class: P85; T01; X22
International Patent Class (Main): G09B-009/05
International Patent Class (Additional): **G06F-003/00**
File Segment: EPI; EngPI

14/5/34   (Item 30 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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013415054   **Image available**
WPI Acc No: 2000-586992/200055
XRPX Acc No: N00-434451
  Utterance capture for voice recognition system, involves applying N-best algorithm to utterance based on predefined relationship existing between comparison results for utterance with respect to stored **word**
Patent Assignee: QUALCOMM INC (QUAL-N); BI N (BINN-I); CHANG C (CHAN-I)
Inventor: BI N; CHANG C; DEJACO A P; GARUDADRI H
Number of Countries: 091 Number of Patents: 008
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200046791	A1	20000810	WO 2000US2903	A	20000204	200055	B
AU 200035893	A	20000825	AU 200035893	A	20000204	200059	
EP 1159735	A1	20011205	EP 2000914513	A	20000204	200203	
			WO 2000US2903	A	20000204		
KR 2001093327	A	20011027	KR 2001709889	A	20010804	200223	
US 20020055841	A1	20020509	US 99248513	A	19990208	200235	
CN 1347547	A	20020501	CN 2000803588	A	20000204	200252	
JP 2002536691	W	20021029	JP 2000597792	A	20000204	200274	
			WO 2000US2903	A	20000204		
US 6574596	B2	20030603	US 99248513	A	19990208	200339	

Priority Applications (No Type Date): US 99248513 A 19990208
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
WO 200046791 A1 E 21 G10L-015/10
    Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG UZ VN YU ZA ZW

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     Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
     IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW
AU 200035893   A                    Based on patent WO 200046791
EP 1159735     A1 E      G10L-015/10  Based on patent WO 200046791
     Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT
     LI LT LU LV MC MK NL PT RO SE SI
KR 2001093327 A          G10L-015/00
US 20020055841 A1         G10L-017/00
CN 1347547     A          G10L-015/10
JP 2002536691 W      22 G10L-015/28   Based on patent WO 200046791
US 6574596     B2         G10L-015/04
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Abstract (Basic): WO 200046791 A1

NOVELTY - Utterance is accepted if preset relation exists between comparison result for utterance with respect to **stored** word having preset character in a vocabulary of **VR** system, and difference between closest comparison results between utterance and **stored** word. N-best algorithm is applied to the utterance if another predefined relation exists between a comparison result and pair of comparison result difference.

DETAILED DESCRIPTION - The utterance is rejected if another predefined relationship exists between comparison results and difference of pair of comparison results. The comparison results have linear predictive coding coefficients or cepstral coefficients or bandpass filter outputs. Difference is calculated between a closest comparison result with a next closest comparison result. An INDEPENDENT CLAIM is also included for voice recognition system.

USE - Used in voice recognition systems to endow a machine with **simulated** intelligence to recognize user voice commands and to facilitate human interface with the machine.

ADVANTAGE - Results in voice recognition system with high recognition accuracy and an intelligent human machine interface to increase throughput.

DESCRIPTION OF DRAWING(S) - The figure shows graph of score versus change in score for a rejection scheme of a **VR** system, illustrating rejection, N-best and acceptance regions.

pp; 21 DwgNo 2/2

Title Terms: CAPTURE; VOICE; RECOGNISE; SYSTEM; APPLY; N; ALGORITHM; BASED; PREDEFINED; RELATED; EXIST; COMPARE; RESULT; RESPECT; STORAGE; WORD

Derwent Class: P86; W04

International Patent Class (Main): G10L-015/00; G10L-015/04; G10L-015/10; G10L-015/28; G10L-017/00

International Patent Class (Additional): **G06F-003/16** ; G10L-015/22

File Segment: EPI; EngPI

 14/5/35   (Item 31 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

013220143   **Image available**
WPI Acc No: 2000-392017/200034
XRPX Acc No: N00-293913
  **CAD based automatic curve shape correction apparatus has shape
  compensation process unit which adjusts curves till end, based on** stored
  compensation data when creating freedom curve and synthetic curve
Patent Assignee: PFU KK (USAE)
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind   Date   Applicat No   Kind   Date   Week

JP 2000132581 A   20000512 JP 98303738   A   19981026 200034   B

Priority Applications (No Type Date): JP 98303738 A 19981026
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
JP 2000132581 A   12 G06F-017/50

Abstract (Basic): JP 2000132581 A
        NOVELTY - A memory (20) equipped with a temporary memory (25),
    stores compensation data temporarily when creating a freedom curve and
    synthetic curve which are controlled by spline (21). A CAD functional
    unit (10) has various CAD functions. When creating the freedom curve
    and synthetic curve, a shape compensation process unit (1) adjusts the
    curves till end, based on **stored** compensation data.
        DETAILED DESCRIPTION - INDEPENDENT CLAIMS are also included for the
    following:
        (a) automatic curve shape correction control procedure;
        (b) automatic curve shape correction program
        USE - For correcting curve of cable mounted in portable electronic
    device using CAD system.
        ADVANTAGE - **Virtual reality simulation** can be made possible,
    as the curve is adjusted till end, and gravity compensation process
    unit can adjust the movement of gravity or character of material in
    cable mounting design.
        DESCRIPTION OF DRAWING(S) - The figure shows block diagram of
    automatic shape correction apparatus.
        Shape compensation process unit (1)
        CAD functional unit (10)
        Memories (20,25)
        Spline (21)
        pp; 12 DwgNo 1/13
Title Terms: CAD; BASED; AUTOMATIC; CURVE; SHAPE; CORRECT; APPARATUS; SHAPE
    ; COMPENSATE; PROCESS; UNIT; ADJUST; CURVE; TILL; END; BASED; STORAGE;
    COMPENSATE; DATA; FREE; CURVE; SYNTHETIC; CURVE
Derwent Class: T01
International Patent Class (Main): **G06F-017/50**
International Patent Class (Additional): G06T-011/20
File Segment: EPI

 14/5/36   (Item 32 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

013156775   **Image available**
WPI Acc No: 2000-328647/200028
Related WPI Acc No: 1999-286623
XRPX Acc No: N00-247422
  **Motion processing system has motion platform device connected to
  processor, which outputs control demand to motion platform**
Patent Assignee: MOTEK MOTION TECHNOLOGY INC (MOTE-N); MOTEK BV (MOTE-N)
Inventor: EVEN-ZOHAR O
Number of Countries: 090 Number of Patents: 005
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 200017767	A1	20000330	WO 99US21246	A	19990922	200028	B
AU 9962498	A	20000410	AU 9962498	A	19990922	200035	
EP 1131734	A1	20010912	EP 99949671	A	19990922	200155	
			WO 99US21246	A	19990922		
JP 2003524219	W	20030812	WO 99US21246	A	19990922	200355	
			JP 2000571357	A	19990922		

US 6774885   B1 20040810 US 99116506   P   19990120 200453
                           US 99401670   A   19990922

Priority Applications (No Type Date): US 99116506 P 19990120; NL 981010150
  A 19980922; EP 98204334 A 19981221; US 99401670 A 19990922
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
WO 200017767 A1 E 47 G06F-015/00
    Designated States (National): AE AL AM AT AU AZ BA BB BG BR BY CA CH CN
    CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
    KR KZ LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG
    SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW
    Designated States (Regional): AT BE CH CY DE DK EA ES FI FR GB GH GM GR
    IE IT KE LS LU MC MW NL OA PT SD SE SL SZ TZ UG ZW
AU 9962498   A   G06F-015/00   Based on patent WO 200017767
EP 1131734   A1 E   G06F-015/00   Based on patent WO 200017767
    Designated States (Regional): AT BE CH CY DE DK ES FI FR GB GR IE IT LI
    LU MC NL PT SE
JP 2003524219 W   53 G06T-017/40   Based on patent WO 200017767
US 6774885   B1   G09G-005/00   Provisional application US 99116506

Abstract (Basic): WO 200017767 A1
      NOVELTY - A motion capture device provides motion capture data to a
processor which are processed faster than real-time. A motion platform
device provides motion platform data to the processor and are also
processed faster than real-time and it outputs control command to
motion platform device. The motion processing system is also interfaced
with run-time control input.
      DETAILED DESCRIPTION - The motion sensor which provides motion
capture data are optical (20), magnetic (30) and opto-magnetic. A
display unit connected to processor, displays virtual environment to
user. The motion capture and motion platform data are **stored** in a
memory. INDEPENDENT CLAIMS are also included for the following:
      (a) virtual and physical environment process;
      (b) **simulation** recording system;
      (c) system for dynamic registration;
      (d) evaluation and correction of functional human behavior
      USE - For use in military applications, aviation and space
research, automotive, robotics and telemetry, architecture.
      ADVANTAGE - Provides precisely repeatable measurements and also
monitors progress of patient by comparing recorded motions from
different time intervals. Offers library of standard or reference
motions that can be used to highlight problem areas. Increases training
efficiency and improves military readiness using **virtual   reality**
environment. Monitors ground reaction to forces in earthquake sensitive
buildings. Since the system enhance and improve entertainment
simulations , by providing cost effective and more realistic
simulation , generation time for **simulations** is reduced from months
to minutes. Since the system employs faster run time editing,
simulation is more realistic. Since the system records and displays in
real time, the spatial trajectories of driver movements and creates a
3D database of these movements, data relating to better ergonomic
prototyping and design of driving environment is generated. Since the
rehabilitation time of the patients is reduced, cost and length of
treatment is reduced, which assists and improves the quality of life of
patients. Since the system is useful for the victims of traumatic brain
injury, cerebral damage and spinal damage, the body can be retrained to
make desired movement. Training and improvement in movements is also
provided for the patients of orthopedics and prosthetics. A patient
suffering from stabilization disease such as Parkinson's are made to
stand still using the system. Motion sickness and other motion

disorders are also treated by replicating the conditions and allowing the patient to adjust to the motion. Since the development project of the system called Computer Assisted Rehabilitation Environment (CAREN) is operated in real-time domain, development of **virtual reality** system in which balance behavior of humans are tested in a variety of reproducible conditions.

DESCRIPTION OF DRAWING(S) - The figure shows basic relationship between motion platform, motion capture systems, and computer.

Optical sensor (20)
Magnetic sensor (30)
pp; 47 DwgNo 1/9

Title Terms: MOTION; PROCESS; SYSTEM; MOTION; PLATFORM; DEVICE; CONNECT; PROCESSOR; OUTPUT; CONTROL; DEMAND; MOTION; PLATFORM
Derwent Class: P36; P85; S02; S05; T01; W04; W06; W07
International Patent Class (Main): **G06F-015/00** ; G06T-017/40; G09G-005/00
International Patent Class (Additional): A63B-022/00; A63B-069/00; **G06F-003/14** ; G06K-009/62; G06T-015/70; G09B-005/08
File Segment: EPI; EngPI

14/5/37   (Item 33 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

012946521   **Image available**
WPI Acc No: 2000-118371/200011
XRPX Acc No: N00-089691
Method of teaching neuronal network for steering projectile to target
Patent Assignee: BODENSEEWERK GERAETETECH GMBH (PEKE)
Inventor: KROGMANN U
Number of Countries: 026 Number of Patents: 005
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 974806	A1	20000126	EP 99111951	A	19990623	200011	B
DE 1920832612	A1	20000127	DE 198032612	A	19980721	200012	
US 6629085	B1	20030930	US 99353163	A	19990714	200367	
EP 974806	B1	20040519	EP 99111951	A	19990623	200433	
DE 5920909508	G	20040624	DE 99509508	A	19990623	200442	
			EP 99111951	A	19990623		

Priority Applications (No Type Date): DE 198032612 A 19980721
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 974806	A1	G	9	F41G-007/00	

Designated States (Regional): AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI

DE 1920832612	A1			F41G-007/22	
US 6629085	B1			G06F-015/18	
EP 974806	B1	G		F41G-007/00	

Designated States (Regional): DE FR GB IT SE

DE 5920909508	G			F41G-007/00	Based on patent EP 974806

Abstract (Basic): EP 974806 A1
NOVELTY - The method involves depicting a **virtual reality** scenario of the projectile and the target. This scenario is transformed into slow motion. The flight of the projectile to the target is **simulated** in slow motion, where a human pilot steers the projectile to the target. The behavior of the pilot is **stored** , as is the resulting behavior of the projectile, for a number of **simulated** flights. The **stored** data is transformed back into real time. A steering unit

provided with the neuronal or fuzzy neural network is trained with the
real time transformation of the pilot and projectile behavior.
    USE - Especially for combat aircraft with neuronal networks.
    ADVANTAGE - The steering of the projectile is considerably
improved.
    DESCRIPTION OF DRAWING(S) - The drawing shows a schematic view of
the pilot in the network.
    target (10A)
    range finder (12A)
    network (36)
    pilot (42)
    pp; 9 DwgNo 3/4
Title Terms: METHOD; TEACH; NEURON; NETWORK; STEER; PROJECTILE; TARGET
Derwent Class: Q79; T01; T06; W07
International Patent Class (Main): F41G-007/00; F41G-007/22; **G06F-015/18**
International Patent Class (Additional): G05B-013/02
File Segment: EPI; EngPI

14/5/38   (Item 34 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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012735294   **Image available**
WPI Acc No: 1999-541411/199946
XRAM Acc No: C99-158327
XRPX Acc No: N99-401271
  Control of the drafting action on textile fiber slivers at a drawing unit
Patent Assignee: RIETER INGOLSTADT SPINNEREIMASCHINENBAU (RIET)
Inventor: PROMOLI J
Number of Countries: 003 Number of Patents: 003
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
DE 19807496	A1	19990826	DE 1007496	A	19980221	199946	B
US 6266573	B1	20010724	US 99257138	A	19990219	200146	
IT 1308623	B	20020109	IT 99MI342	A	19990219	200239	

Priority Applications (No Type Date): DE 1007496 A 19980221
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
DE 19807496	A1		8	D01H-005/42	
US 6266573	B1			D01H-005/38	
IT 1308623	B			D02J-003/00	

Abstract (Basic): DE 19807496 A1
    NOVELTY - To control the drafting action at a drawing unit, for
processing textile fiber materials, a memory (SP) is fed with measured
values together and in parallel with a **simulator** (SE). The deviations
from the nominal value (SW) are shown for the measured values (M1-Mn)
in the intermediate **store** , and the drafting sequence is **simulated**
with the delay times to show the control faults together with the
correction values (KW).
    DETAILED DESCRIPTION - The values in the memory (SP) are altered by
the correction values (KW) so that the anticipated control faults (K30)
from the drafting control are reduced to a minimum.
    The correction value (KW) takes into account the dynamic
characteristics of the control drive (RM), the value of the sliver
thickness variation and the pitch angle of the thickness variation. A
memory value to be corrected at the memory (SP) is formed either from a
measured value and/or a delay time.
    An INDEPENDENT CLAIM is included for an assembly where the fiber
material (FM) is monitored by a sensor (MS) before entry into the

drawing unit (S), which is linked to a delay control (**VR**) in turn
connected to the control drive (RM). The delay control (**VR**) has at
least one memory (SP) and a control (ST). A **simulator** (SE) is
associated with the delay control (**VR**), linked to the monitor (MS)
and the memory (SP).
    USE - The system is for the control of the drafting action on
textile fiber sliver materials passing through a drawing unit.
    ADVANTAGE - The operation virtually eliminates control faults in
the operation of the sliver drawing action.
    DESCRIPTION OF DRAWING(S) - The drawings show a block diagram of
the control system and a diagram of the control fault reduction
process.
    Textile fiber material (FM)
    Measured values (M1-Mn)
    Control fault (K30)
    Correction value (KW)
    Monitor (MS)
    Control drive (RM)
    Simulator (SE)
    Delay control unit (ST)
    Memory (SP)
    Delay control (**VR**)
    pp; 8 DwgNo 3,4/4
Title Terms: CONTROL; DRAFT; ACTION; TEXTILE; SLIVER; DRAW; UNIT
Derwent Class: F01; T06; X25
International Patent Class (Main): D01H-005/38; D01H-005/42; D02J-003/00
International Patent Class (Additional): D01G-023/04; G05B-017/00;
  G06F-019/00
File Segment: CPI; EPI

 14/5/39   **(Item 35 from file: 350)**
DIALOG(R)File 350:Derwent WPIX
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010946438   **Image available**
WPI Acc No: 1996-443388/199644
  Computer graphics circuit e.g. for virtual reality **- simultaneously
  reads texture mapping pattern from storage, and rotates bump normal
  vector at polygonal surface**
Patent Assignee: IKEDO T (IKED-I)
Inventor: IKEDO T
Number of Countries: 020 Number of Patents: 006
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 9629681	A1	19960926	WO 96JP726	A	19960321	199644	B
JP 8263691	A	19961011	JP 95102905	A	19950322	199651	
JP 8263694	A	19961011	JP 95102904	A	19950322	199651	
JP 8263695	A	19961011	JP 95102906	A	19950322	199651	
EP 764921	A1	19970326	EP 96906900	A	19960321	199717	
			WO 96JP726	A	19960321		
US 5900881	A	19990504	WO 96JP726	A	19960321	199925	
			US 96754237	A	19961120		

Priority Applications (No Type Date): JP 95102906 A 19950322; JP 95102904 A
  19950322; JP 95102905 A 19950322
Cited Patents: JP 3271877; JP 5298460
Patent Details:
Patent No Kind Lan Pg Main IPC Filing Notes
WO 9629681 A1 J 24 G06T-015/50

Designated States (National): CA US
Designated States (Regional): AT BE CH DE DK ES FI FR GB GR IE IT LU MC
NL PT SE
JP 8263691   A   4 G06T-015/00
JP 8263694   A   4 G06T-015/50
JP 8263695   A   3 G06T-015/50
EP 764921   A1 E 13 G06T-015/50   Based on patent WO 9629681
Designated States (Regional): DE FR GB IT
US 5900881   A   G06F-015/00   CIP of application WO 96JP726

Abstract (Basic): WO 9629681 A
        A memory device (RAM) (1) **stores** cosLv[cos(Lh-Nh)-1], a memory
    device (ROM) (2) **stores** cosNv, a memory device (RAM) (3) **stores**
    cos(Lv-Nv) and a memory device (ROM) (4) **stores** cosNh. The variable
    of the trigonometric function of each memory device 1 to 4 is one of Nh
    and Nv.
        Adders (6a and 6b) output cos theta and cos alpha, respectively. A
    multiplier (5c) produces a diffusion component by multiplying a
    coefficient Id by cos theta. A mirror surface component can be obtained
    after passing through a memory device (7) for generating cosn alpha
    using a mirror surface reflection factor n by the multiplication of a
    reflection coefficient Ir by a n multiplier (5d). Final brightness Ip
    is obtained by adding Id cos theta and Ir cosn alpha by an adder 6c.
        USE/ADVANTAGE - Amusement or **simulation** . High resolution.
    Individual memory devices require only limited capacity that suffices
    for range of input variables. Small scale, in accordance with ASIC
        Dwg.1/5
Title Terms: COMPUTER; GRAPHIC; CIRCUIT; VIRTUAL; SIMULTANEOUS; READ;
   TEXTURE; MAP; PATTERN; STORAGE; ROTATING; BUMP; NORMAL; VECTOR; POLYGONAL
   ; SURFACE
Derwent Class: T01
International Patent Class (Main): **G06F-015/00** ; G06T-015/00; G06T-015/50
File Segment: EPI

 14/5/40   (Item 36 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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010729889   **Image available**
WPI Acc No: 1996-226844/199623
XRPX Acc No: N96-190611
    Simulation **system - displays image of character input to other user
   terminals on displa**y device of every user terminal
Patent Assignee: SONY CORP (SONY)
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No   Kind Date   Applicat No   Kind   Date   Week
JP 8087605   A   19960402 JP 94224520   A   19940920 199623 B

Priority Applications (No Type Date): JP 94224520 A 19940920
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
JP 8087605   A   10 G06T-015/00

Abstract (Basic): JP 8087605 A
        The **simulation** system comprises a **simulation** device to which
    many user terminals are connected. A memory unit **stores** the image
    data to form a three dimensional **virtual   reality** space. Each user
    terminal is provided with an image of **VR** space and character

corresponding to this **VR** space. The position and the viewpoint of the character are input from the user terminal. The image data in proportion to the position and viewpoint of the character is read-out from the memory unit.

A supply unit supplies the position and the viewpoint of the character input from one user terminal, to other user terminals. Based on the read-out image data, the image of **VR** space is proportion to the position and the viewpoint of the character, is formed. Then the image of the character related to an other user terminal is displayed on display device for every user terminal.

USE/ADVANTAGE - For finding out problem in designing cities. Enables to perform actual test on problem in **VR** space.

Dwg.2/10

Title Terms: **SIMULATE** ; SYSTEM; DISPLAY; IMAGE; CHARACTER; .INPUT; USER; TERMINAL; DISPLAY; DEVICE; USER; TERMINAL
Derwent Class: P85; T01
International Patent Class (Main): G06T-015/00
International Patent Class (Additional): **G06F-017/50** ; G09B-009/00
File Segment: EPI; EngPI

 14/5/41   (Item 37 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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010363372   **Image available**
WPI Acc No: 1995-264685/199535
Related WPI Acc No: 1996-161411
XRPX Acc No: N95-203656
   Simulator **for** virtual   reality **game or flight trainer - provides aroma-gas to headset under computer module control along with computer graphics**
Patent Assignee: BOC GROUP PLC (BRTO)
Inventor: SHERVINGTON E A; BURNINGHAM R C
Number of Countries: 012 Number of Patents: 005
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 665039	A1	19950802	EP 95300270	A	19950117	199535	B
NZ 270364	A	19960326	NZ 270364	A	19950119	199618	
US 5727186	A	19980310	US 95379131	A	19950127	199817	
EP 665039	B1	19990901	EP 95300270	A	19950117	199940	
DE 69511737	E	19991007	DE 611737	A	19950117	199947	
			EP 95300270	A	19950117		

Priority Applications (No Type Date): GB 941899 A 19940201; GB 9418797 A 19940917
Cited Patents: Jnl.Ref; EP 258619; EP 508939; FR 2597190; US 4952024; WO 9209949
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 665039	A1	E	4	A63F-009/22	
Designated States (Regional): BE CH DE FR GB IE IT LI NL SE					
US 5727186	A		8	G06F-009/455	
EP 665039	B1	E		A63F-009/22	
Designated States (Regional): BE CH DE FR GB IE IT LI NL SE					
DE 69511737	E			A63F-009/22	Based on patent EP 665039
NZ 270364	A			B05B-007/24	

Abstract (Basic): EP 665039 A
        The **simulator** includes a receiver, such as a headset, for three

dimensional computer graphics from a computer control module. A smell
or fragrance is provided in the form of an aroma-gas at the receiver.
The aroma-gas includes an ingredient for creating a smell dissolved in
a solvent and **stored** under pressure in a gas cylinder.
    An aroma-gas line provides fluid communication between the gas
cylinder and the headset. A solenoid valve controls the release of the
aroma-gas from the gas cylinder to the headset. The valve is operated
at given intervals for given durations by a signal from the computer
control module.
    USE/ADVANTAGE - E.g. for race track game **simulator** . Increased
realism due to providing smell. Safe due to limiting gas releases.
    Dwg.1/1
Title Terms: **SIMULATE** ; VIRTUAL; GAME; FLIGHT; TRAINING; AROMA; GAS;
  HEADPHONE; COMPUTER; MODULE; CONTROL; COMPUTER; GRAPHIC
Derwent Class: D22; P34; P36; P42; P85; Q69; W04
International Patent Class (Main): A63F-009/22; B05B-007/24; **G06F-009/455**
International Patent Class (Additional): A63F-009/24; **G06F-017/00** ;
  G09B-009/00
File Segment: CPI; EPI; EngPI

   14/5/42   (Item 38 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

009916018   **Image available**
WPI Acc No: 1994-183728/199422·
XRPX Acc No: N94-145023
   **Image generation system for graphics applications e,g, flight and vehicle
   simulation , CAD,** virtual . reality **- has processors and associated
   memories which operate in SIMD fashion on screen space primitive
   descriptions to compute and** store **pixel values for entire region**
Patent Assignee: UNIV NORTH CAROLINA (UYNC-N)
Inventor: EYLES J G; MOLNAR S E; POULTON J W; POULTON J
Number of Countries: 021 Number of Patents: 010
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 9411807	A1	19940526	WO 93US10785	A	19931108	199422	B
AU 9455968	A	19940608	AU 9455968	A	19931108	199435	
US 5388206	A	19950207	US 92975821	A	19921113	199512	
EP 672275	A1	19950920	WO 93US10785	A	19931108	199542	
			EP 94901339	A	19931108		
US 5481669	A	19960102	US 92975821	A	19921113	199607	
			US 95383969	A	19950206		
JP 8503563	W	19960416	WO 93US10785	A	19931108	199645	
			JP 94512280	A	19931108		
AU 677027	B	19970410	AU 9455968	A	19931108	199727	
EP 672275	A4	19971112	EP 94901339	A	19931108	199840	
JP 3009732	B2	20000214	WO 93US10785	A	19931108	200013	
			JP 94512280	A	19931108		
CA 2146335	C	20000530	CA 2146335	A	19931108	200040	
			WO 93US10785	A	19931108		

Priority Applications (No Type Date): US 92975821 A 19921113; US 95383969 A
  19950206
Cited Patents: 3.Jnl.Ref; US 4648045; No-Citns.
Patent Details:
Patent No Kind Lan Pg   Main IPC   Filing Notes
WO 9411807   A1 E 61 G06F-003/14
   Designated States (National): AU CA JP

Designated States (Regional): AT BE CH DE DK ES FR GB GR IE IT LU MC NL
PT SE
AU 9455968   A   G06F-003/14   Based on patent WO 9411807
US 5388206   A   29 G06F-003/14
EP 672275   A1 E   61 G06F-003/14   Based on patent WO 9411807
     Designated States (Regional): AT BE CH DE DK ES FR GB GR IE IT LI LU MC
     NL PT SE
US 5481669   A   27 G06F-012/00   Cont of application US 92975821
                                         Cont of patent US 5388206
JP 8503563   W   72 G06T-011/00   Based on patent WO 9411807
AU 677027   B   G06F-015/72   Previous Publ. patent AU 9455968
                                         Based on patent WO 9411807
EP 672275   A4   G06F-003/14
JP 3009732   B2   28 G06T-011/00   Previous Publ. patent JP 8503563
                                         Based on patent WO 9411807
CA 2146335   C   E   G06T-015/00   Based on patent WO 9411807

Abstract (Basic): WO 9411807 A
     The system has several renderers (10), each having a geometry
processor (100) and a rasterizer (120) that operate in parallel to
compute pixel values for a set of primitive objects that comprise an
image to be rendered. The geometry processor transforms graphics
primitive objects from their native object coordinates to screen
coordinates. The rasterizer consists of an array of enhanced memory
devices (150) having a processor (151) and memory (152) for each pixel
in a region of a screen.
     The processors (151) and their associated memories (152) operate in
SIMD fashion on screen space primitive descriptions to compute and
store values for an entire such region. The enhanced memory device
further includes compositors (154) for combining their pixel values
with those from a corresponding memory device of another rasterizer.
     ADVANTAGE - Is suitable for variety of image generation functions
including shading, texturising and image buffering.
     Dwg.3/16
Title Terms: IMAGE; GENERATE; SYSTEM; GRAPHIC; APPLY; FLIGHT; VEHICLE;
   SIMULATE ; CAD; VIRTUAL; PROCESSOR; ASSOCIATE; MEMORY; OPERATE; SIMD;
   FASHION; SCREEN; SPACE; PRIMITIVE; DESCRIBE; COMPUTATION; STORAGE; PIXEL;
   VALUE; REGION
Derwent Class: P85; T01; W04; W06; X22
International Patent Class (Main): **G06F-003/14 ;   G06F-012/00 ;**
   G06F-015/72 ; G06T-011/00; G06T-015/00
International Patent Class (Additional): G06T-001/20; G09G-005/36
File Segment: EPI; EngPI

   14/5/43   (Item 39 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

009855931   **Image available**
WPI Acc No: 1994-135787/199416
XRPX Acc No: N94-106629
   Virtual   reality **generator for financial information - has input
   module receiving financial information which outputs** virtual   reality
   world generated from information to display
Patent Assignee: MARSHALL P S (MARS-I)
Inventor: MARSHALL P S
Number of Countries: 046 Number of Patents: 010
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 9408309	A1	19940414	WO 93US9375	A	19930929	199416	B

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AU 9351694      A    19940426  AU 9351694      A   19930929  199432
EP 663089       A1   19950719  EP 93922816     A   19930929  199533
                               WO 93US9375     A   19930929
EP 663089       A4   19951227  EP 93922816     A             199627
US 5675746      A    19971007  US 92954775     A   19920930  199746
US 5774878      A    19980630  US 92954775     A   19920930  199833
                               US 94267108     A   19940627
US 6073115      A    20000606  US 92954775     A   19920930  200033
                               US 94267108     A   19940627
                               US 97946315     A   19971007
EP 663089       B1   20000830  EP 93922816     A   19930929  200042
                               WO 93US9375     A   19930929
DE 69329341     E    20001005  DE 629341       A   19930929  200057
                               EP 93922816     A   19930929
                               WO 93US9375     A   19930929
US 20020178096  A1   20021128  US 92954775     A   19920930  200281
                               US 94267107     A   19940627
                               US 97946315     A   19971007
                               US 2000588127   A   20000602
                               US 200238757    A   20020102
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Priority Applications (No Type Date): US 92954775 A 19920930; US 94267108 A
    19940627; ·US 97946315 A 19971007; US 94267107 A 19940627; US 2000588127 A
    20000602; US 200238757 A 20020102
Cited Patents: US 5021976; US 5109475; US 5130794; 2.Jnl.Ref
Patent Details:

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Patent No  Kind Lan Pg  Main IPC    Filing Notes
WO 9408309     A1 E  66 G06F-015/20
    Designated States (National): AT AU BB BG BR BY CA CH CZ DE DK ES FI GB
    HU JP KP KR KZ LK LU LV MG MN MW NL NO NZ PL PT RO RU SD SE SK UA VN
    Designated States (Regional): AT BE CH DE DK ES FR GB GR IE IT LU MC NL
    OA PT SE
AU 9351694     A                     Based on patent WO 9408309
EP 663089      A1 E  1               Based on patent WO 9408309
    Designated States (Regional): AT BE CH DE DK ES FR GB IE IT LI LU MC NL
    SE
US 5675746     A     26 G06F-017/60
US 5774878     A        G06F-017/00  Cont of application US 92954775
US 6073115     A        G06F-017/60  Cont of application US 92954775
                                     Cont of application US 94267108
                                     Cont of patent US 5675746
                                     Cont of patent US 5774878
EP 663089      B1 E     G06F-017/00  Based on patent WO 9408309
    Designated States (Regional): AT BE CH DE DK ES FR GB IE IT LI LU MC NL
    SE
DE 69329341    E        G06F-017/00  Based on patent EP 663089
                                     Based on patent WO 9408309
US 20020178096 A1       G06F-017/60  Cont of application US 92954775
                                     Cont of application US 94267107
                                     Cont of application US 97946315
                                     Cont of application US 2000588127
                                     Cont of patent US 5675746
                                     Cont of patent US 6073115
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Abstract (Basic): WO 9408309 A
    The **virtual reality** generator (4) has an input module (8) that
    receives financial information as input. The **virtual reality**
    generator outputs a **virtual reality** world generated from the
    financial information to a display device.
    The financial information can be pre-processed by a financial
    analytic system prior to input to the **virtual reality** generator.

Bode Akintola   09-Nov-04   EIC 3600

The financial information can be received from a data file. The
virtual   reality generator can dynamically display and continuously
update the **virtual   reality** world.
         ADVANTAGE - Allows money managers and financial
analysts to easily view otherwise unmanageable amounts of complex
information.
     Dwg.1/11
Title Terms: VIRTUAL; GENERATOR; FINANCIAL; INFORMATION; INPUT; MODULE;
  RECEIVE; FINANCIAL; INFORMATION; OUTPUT; VIRTUAL; WORLD; GENERATE;
  INFORMATION; DISPLAY
Derwent Class: T01; T04; W04
International Patent Class (Main): **G06F-015/20 ; G06F-017/00 ;
  G06F-017/60**
International Patent Class (Additional): **G06F-017/50**
File Segment: EPI

 14/5/44   (Item 40 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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009434274   **Image available**
WPI Acc No: 1993-127788/199316
XRPX Acc No: N93-097519
  **Display system for presenting composite real and computer generated
  images - has computer providing switching signals according to stored
  data indicating which part of video image the generated image is to
  occupy**
Patent Assignee: BRITISH AEROSPACE PLC (BRAX)
Inventor: KALAWSKY R S
Number of Countries: 004 Number of Patents: 002
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
EP 537945	A1	19930421	EP 92309158	A	19921008	199316	B
US 5394517	A	19950228	US 92959919	A	19921014	199514	

Priority Applications (No Type Date): GB 9121707 A 19911012
Cited Patents: DE 3938515; GB 2201069; US 4205224; US 4952024; US 4954970;
  US 5012342; US 5113177
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
EP 537945	A1	E	8	H04N-013/04	

    Designated States (Regional): DE FR GB

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
US 5394517	A		7	G06F-015/20	

Abstract (Basic): EP 537945 A
     The display system includes a VDU presenting composite real and
  computer generated images to a user's eyes. Video cameras are mounted
  to have a field of view coincident with that of the user. A sensor
  produces a signal indicating the direction of the user's field of view.
   A computer generates an image accordance with the direction signal.
  It compares the video signals with **stored** , pref. colour related, data
  to determine which part of the image the computer generated image is to
  occupy and produces corresp. switching signals to produce the composite
  image.
     USE/ADVANTAGE - Esp. in flight ·**simulators** . Allows composite
  display of real cockpit interior and computer generated exterior.
     Dwg.2/3
Title Terms: DISPLAY; SYSTEM; PRESENT; COMPOSITE; REAL; COMPUTER; GENERATE;
  IMAGE; COMPUTER; SWITCH; SIGNAL; ACCORD; STORAGE; DATA; INDICATE; PART;

VIDEO; IMAGE; GENERATE; IMAGE; OCCUPY
Derwent Class: P85; T01; W04; W06
International Patent Class (Main): **G06F-015/20** ; H04N-013/04
International Patent Class (Additional): G09B-009/08; H04N-005/272
File Segment: EPI; EngPI

 14/5/45   (Item 41 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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007499401   **Image available**
WPI Acc No: 1988-133334/198819
XRPX Acc No: N88-101340
  Multi-window image display control method – having renewal of image
  position occurring when CRT beam·is flying back vertically
Patent Assignee: FANUC LTD (FUFA); TANAKA K (TANA-I)
Inventor: ONISHI Y; SATO S
Number of Countries: 011 Number of Patents: 003
Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week	
WO 8803288	A	19880505	WO 87JP777	A	19871015	198819	B
EP 289613	A	19881109	EP 87906768	A	19871015	198845	
EP 289613	A4	19900704	EP 87906768	A	19870000	199512	

Priority Applications (No Type Date): JP 86251408 A 19861022; JP 86251407 A
  19861022
Cited Patents: 1.Jnl.Ref; JP 61132988; FR 2517448; GB 2147772; WO 8502049;
  WO 8700321
Patent Details:

Patent No	Kind	Lan	Pg	Main IPC	Filing Notes
WO 8803288	A	J	21		

    Designated States (National): US
    Designated States (Regional): AT BE CH DE FR GB IT LU NL SE

EP 289613	A	E	

    Designated States (Regional): DE FR GB

Abstract (Basic): WO 8803288 A
       The display control method involves using two window images (W1,W2)
    stored in a V-RAM (15) is displayed on a CRT screen (16), based on
   the display position and priority data **stored** in a window control
   block (12). For example, a small window image (W2) is displayed on a
   large background image (W1) at a specified position. When one window
   image (W2) is requested to move relative to another window image (W1),
   the position on the display screen (16) is only renewed when the CRT
   beam is flying back vertically and giving a vertical synchronous signal
   (**VR**).
       In order to ensure a smooth movement, the time interval of
   position commands is selected to be an integral fraction of the
   vertical synchronous signal interval.
       USE/ADVANTAGE – Moving image B displayed without a blur or
   unevenness. Useful in **simulation** system for NC programming.
Title Terms: MULTI; WINDOW; IMAGE; DISPLAY; CONTROL; METHOD; RENEW; IMAGE;
  POSITION; OCCUR; CRT; BEAM; FLYING; BACK; VERTICAL
Derwent Class: P85; T01; T04
International Patent Class (Additional): **G06F-003/14** ; **G06F-015/60** ;
  G09G-001/00
File Segment: EPI; EngPI